

Dark Sun

The background of the cover is a dramatic, painterly illustration. It depicts a desert landscape under a massive, glowing orange sun. In the foreground, a female elf archer with a red cape is aiming her bow at a large, scaly, dragon-like creature. To the right, a large, armored, horned creature is mounted on the dragon-like beast, brandishing a spear. In the background, a white, bird-like creature is also visible. The overall tone is epic and adventurous.

Campaign Guide

Contents

Introduction	4
Ten Things You Need to Know	4
Sources	5
Rule Changes	6
Action Tokens	6
Token Uses	6
Use Before Rolling	6
Damage Mitigation	6
Player, Not PC, Action Tokens	7
Die Roll Bonus	7
Asking for Tokens	7
Player versus Player token use	7
Some Ideas for Token Uses	7
Alignment	7
Contacts	7
“Core Only”	7
Hit Points	8
Languages	8
Literacy	9
Reserve Points	9
Healing Reserve Points	9
Temporary Hit Points	9
Regaining Reserve Points	9
Spellcasting	10
Alternate Experience Points	10
Monster XP	10
Purchasing Experience Points	10
Quest Experience Points	10
Journey Experience Points	10
Experience Points and Multiple Characters	10
Broken Condition (Sidebar)	10
Weapon Breakage	11
Races	12
Dwarf	12
Dwarven Background Skills	13
Dwarf Racial Variants	13
Elf	13
Elven Background Skills	14
Elven Tribes	14
Half-Elf	14
Half-Elven Background Skills	15
Half-Elf Racial Variant	15
Half-Giant	15
Half-Giant Background Skills	16
Halfling	16
Halfling	17
Halfling Background Skills	17
Halfling Racial Variants	17
Human	17
Human Racial Feats	17
Mul	17
Thri-Kreen	18

Classes	22
Archetype Options	22
Barbarian	22
Archetype Options	22
Barbarian 6 th Level Feats Error! Bookmark not defined.	
Bard	22
Archetype Options	23
Bard 6 th Level Feats Error! Bookmark not defined.	
Cleric (in development)	24
Cleric Elemental Domains	24
Archetype Options	24
Cleric 6 th Level Feats Error! Bookmark not defined.	
Druid (in development)	24
Archetype Options	25
Druid 6 th Level Feats Error! Bookmark not defined.	
Fighter	25
Archetype Options	25
Fighter 6 th Level Feats Error! Bookmark not defined.	
Inquisitor (in development)	26
Archetype Options	26
Inquisitor 6 th Level Feats Error! Bookmark not defined.	
Psychic Warrior (In Development)	27
Archetype Options	27
New Psychic Warrior Paths	27
Psionic Classes (In development)	28
Oracle (In Development)	26
Archetype Options	27
Oracle 6 th Level Feats Error! Bookmark not defined.	
Ranger	28
Archetype Options	28
Ranger 6 th Level Feats Error! Bookmark not defined.	
Rogue	28
Archetype Options	29
Rogue 6 th Level Feats Error! Bookmark not defined.	
Sorcerer	29
Archetype Options	30
Sorcerer 6 th Level Feats Error! Bookmark not defined.	
Warlord (New Class)	30
Class Skills	30
Class Features	31
Table X: The Warlord	31
Warlord 6 th Level Feats Error! Bookmark not defined.	
Witch (Templar)	33
The Sorcerer Kings (Sidebar)	33
Archetype Options	34

Templar 6 th Level Feats Error! Bookmark not defined.	Terrain and Overland Movement	72
Wizard	Contacts	72
Archetype Options	Contact Characteristics	72
Wizard 6 th Level Feats ... Error! Bookmark not defined.	Loyalty	72
Skills	Connections	73
Background Skills	Broad Contact Focus	73
Background Skills and Level Gain	Contact Skill Focus	74
Gaining Background Skills through Play	Contact Trait	74
Purchasing Background Skills	Contact Ideas	79
Example Background Skills (Sidebar)	Sample Contacts	79
Improving Background Skills through Play	Journey Experience Points	79
Skill Uses	Journey Decision	79
Bluff	Should I Journey?	80
Sleight of Hand	Journey Table	80
Feats	Magic & Psionics	88
Feat Types	Defiling and Preserving	88
Background Feats	Arcane PCs and Preserving	88
Combat Feats	Defiling	88
Defiler Boon Feats	Table XX: Defiling Terrain	88
Prestige Feats	The Defiling Check	89
New Feats	Defiler's Boons	89
Thri-Kreen Feats Error! Bookmark not defined.	Taking Your Time	89
Prestige Feat Chains	Being Noticed	89
Dune Trader	The Cost of Power	89
Playing a Dune Trader	An Example of Defiling	89
Gladiator	Zero Level Spells	90
Playing a Gladiator	Metamagic Feats	90
Economy & Equipment	Wild Talents	90
Units of Economy	New Psionic Powers	91
Starting Funds	New Spells	92
Trade and Barter	The World of Athas	94
Weapon Materials	Time	94
Weapon Materials Table	Marking the Years	94
New Weapons	Supernatural Forces	95
Armour	Priestly Magic	95
Armour Types	Wizardly Magic	95
Table XX-Armour Types	Psionics	96
Masterwork Equipment	A Barren World	97
Masterwork Armour	The Lack of Metal	97
Masterwork Weapons	People of the City-States	98
Equipment Lists	The Merchants' Code	99
Armours	People of the Wastes	100
Weapons	The City-States	101
Adventuring Gear	Balic	101
Alchemical Items	Draj	102
Tools and Skill Kits	Gulg	103
Mounts, Pets, and Related Gear	Nibenay	104
Transport	Raam	104
Services	Tyr	105
Slaves	Urik	106
Item Descriptions	Quick PCs	107
Additional Rules	Random Ability Score Arrays	107
Travel and Terrain	Torres	108
	Index	110

19/03/2012



Introduction

This is our Dark Sun campaign document. It holds all of the rules and variants to turn a “rules as written” *Pathfinder* campaign into a worthwhile *Dark Sun* campaign – one in which heroes battle for personal gain, in which survival is a form of heroism, and in which morality is always presented in shades of gray.

At its heart, Dark Sun is “Sword and Sandals”, or a gritty form of fantasy more in vein with *Conan the Barbarian* than with *Lord of the Rings*.

Ten Things You Need to Know

Every *Dungeon Master* and player needs to know and remember these facts about the world of Athas.

1. Dark Sun is Different from Traditional D&D. Many monsters, prestige classes, spells or magic items from the core rulebooks simply are not available in Athas. Many races were extinguished from Athas during the Cleansing Wars. This is because Athas has a very different background than most D&D settings. Check with your DM to see which options you have to choose from before building your character.

2. Tone and Attitude. Athas puts the survival of the fittest concept to its fullest. Those who cannot adapt to endure the tyrannical sorcerer-kings, the unrelenting sun, or the many dangers of the wastes will certainly perish. Illiteracy and



slavery are commonplace, while magic is feared and hated. The term “hero” has a very different meaning on Athas.

3. A Burnt World. Thousands of years of reckless spellcasting and epic wars have turned Athas into a barren world, on the verge of an ecological collapse. From the first moments of dawn until the last twinkling of dusk, the crimson sun shimmers in the olive-tinged sky like a fiery puddle of blood, creating temperatures up to 150° F (65° C) by late afternoon. Waters is scarce, so most Athasians need to come up with alternative solutions for dealing with the heat or perish.

4. A World Without Metal. Metals are very rare on Athas. Its scarcity has forced Athasians to rely on barter and different materials, such as ceramic, to use as currency. It also hampers industrial and economic development as well; mills and workshops rarely have quality tools to produce everyday products. Even though most Athasians have developed ways of creating weapons and armour made of nonmetallic components, but the advantage of having metal equipment in battle is huge.

5. The Will and The Way. From the lowliest slave to the most powerful sorcerer-king, psionics pervade all levels of Athasian society. Virtually every individual has some mental ability, and every city-state has some sort of psionic academy available. Athasians use the term Will to refer to someone’s innate ability for psionics and the Way for the study of psionics.

6. A World Without Gods. Athas is a world without true deities. Powerful sorcerer-kings often masquerade as gods but, though their powers are great and their worshippers many, they are not true gods. Arcane magic require life



force, either from plants or animals, to be used. All divine power comes from the Elemental planes and the spirits of the land that inhabit geographic features.

7. Planar Insulation. Barriers exist between Athas and other planes. In the case of other planes of existence, the Gray impedes planar travel, except to the Elemental Planes. Consequently, travel via spelljamming is impossible, and planar travel is much more difficult. The same holds true for those trying to contact or reach Athas. The barrier formed by the Gray impedes travel in both directions

8. The Struggle For Survival. The basic necessities of life are scarce on Athas. This means that every society must devote itself to attaining food and safeguarding its water supply, while protecting themselves from raiding tribes, Tyr-storms, and other city-states. This essentially means that most Athasian must devote a large deal of their lives just to survive.

9. The Seven City-states. The Tyr Region is the center of the world of Athas, at least as far as the people of the seven city-states are concerned. It's here, along the shores of the Silt Sea and in the shadows of the Ringing Mountains that civilization clings to a few scattered areas of fertile land and fresh water. The majority of the population lives in the city-states of Tyr, Urik, Raam, Draji, Nibenay, Gulgi, and Balic. The remainder lives in remote villages built around oases and wells, or wanders about in nomadic tribes searching for what they need to survive.

10. New Races. In addition to the common player character races found in the Player's Handbook, players can choose to play half giants, muls, and thri-kreen in Dark Sun. Half-giants are creatures with great strength, but dull wits. Muls are a hybrid race that combines the natural dwarven resilience and stubbornness with the adaptability from humans. Thri-kreen are insectoid creatures that roam the Athasian wastes in search for prey.

what from, and where, let me just say up front that not all of this was written by me. When I saw something I liked, I lifted it. Often whole cloth.

I have taken from the dark sun fan community, www.athas.org, as well as updated feats from *4th Edition Dark Sun*. Many rules in this game were inspired by *2nd Edition Dark Sun* rules, and are conversions at least in spirit if not in function.

Sources

Okay. All of the artwork, and some of the text, has been lifted from other places. Rather than go through and try to define where I stole

Rule Changes

Following are the various rules changes made to the core Pathfinder game rules. While this document is rather large, do not let it daunt you! Many of these rules are very simple in implementation, or only truly apply when creating characters.

Action Tokens

Player characters (and only player characters) receive *Action Tokens*. These tokens allow the player to have some narrative control over the action occurring “in game”. They allow players to add terrain to the battlefield, spontaneously introduce NPCs, or introduce a “called shot”.

Each player will have three action tokens available during game play – when a token is spent, it is handed to the GM, who is allowed to use the token against that player at a later point in play.

Token Uses

Players can use a token for almost anything they can imagine – essentially, they allow the player to break the general rules of the game. If a player wants his half-giant to throw a templar through a clay wall, or wants there to be a crumbling wall directly behind that unit of skeletons, a token can be used to achieve that result.

For a token to work, the result must be agreed upon by both the GM and Player before it is spent – the initiating party can propose a use for a token, and the receiving party is allowed a counter-proposal. If the counter proposal is agreed upon by the initiating party, then the token use is resolved as per agreed, and the token passes from the initiating party to the receiving party.

If the counter proposal is not accepted, then the game goes on as if nothing happened; there is no “haggling” in token uses. A proposal may

be offered again the next time the player's turn comes around.

Token use should centre around themes and uses relevant to the player character in question – a big bruiser-type PC can use it for all sorts of mischief, or to introduce armed thug contacts, but it probably shouldn't be used for arcane misdeeds. Likewise, a skinny elven wizardling should not use tokens to allow his character to physically throw an NPC through walls.

Note that tokens do not guarantee automatic success; they only allow for an event to be possible through the agreed-upon roll of dice.

Use Before Rolling

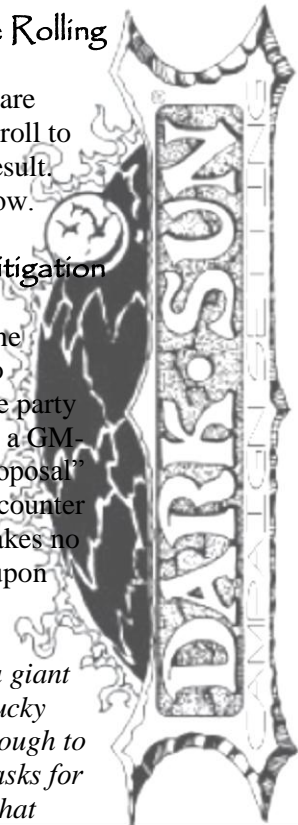
Tokens are always used before dice are rolled; they cannot be used after the die roll to add or subtract effects to change a die result. However, see “damage mitigation”, below.

Damage Mitigation

When a PC or NPC takes damage, the injured party can ask to spend a token to mitigate the damage – in such a case, the party that inflicted the damage (either a PC or a GM-controlled NPC) can offer a “counter proposal” to take place instead of damage. If this counter proposal is accepted, the injured party takes no damage, but instead suffers the agreed-upon grievance.

Example: *Grimm is in a fight with a giant on a silt shore, when the giant lands a lucky critical hit for 36 points of damage – enough to kill Grimm in one hit. Grimm's player asks for damage mitigation. The GM, knowing that Grimm will be slain if the deal is not accepted, proposes that instead of dying, Grimm has his armour destroyed, his hit points reduced to -5, and suffer 2d6 points of ability damage in all of his physical ability scores to represent numerous broken bones.*

Grimm's player groans, but agrees to the deal, and hands a token over the GM. Grimm is nearly killed as the giant crushes the warrior's bones, but he still avoids near certain death – though he is still stranded in the desert with terrible injuries...



Player, Not PC, Action Tokens

Action Tokens are held by the player, not the PC. This means that if the player controls multiple PCs, tokens spent by the player while controlling one PC could be spent by the GM against an entirely different character.

Die Roll Bonus

Before any die roll, a token can be spent to add a +2 bonus to the die roll. This includes any d20 roll, damage roll, or whatever else. As with all other token uses, both “sides” of the conflict must agree to the use.

Asking for Tokens

Characters can ask to regain tokens when undertaking an action appropriate to the character’s theme, or offer the GM an idea that would let the Player regain a token. This is a good way to remind the GM to use tokens against you!

Player versus Player token use

Players cannot use tokens when their PC is in conflict with another PC – you cannot use tokens in this way to sneakily move tokens to the control of another PC.

Some Ideas for Token Uses

While there are unlimited uses for tokens, here are just a few ideas for what they can be used to accomplish in game:

- *Hey, I know this guy:* create a minor NPC on the spot who happens to know your character and might be willing to grant a favour or two.
- *Item Destruction:* on a hit, you destroy the bad guy’s armour/weapon/magic item/whatever.
- *I’ve Got a Spell For That:* change one of your memorized spells to a different spell you know, but didn’t memorize.
- *Morph Spell:* Change an area-effect spell into a touch spell.

- *Terrain Destruction:* topple over weak structures or blow up combustibles.
- *Terrain Introduction:* introduce a useful piece of terrain into the fight

Remember, while there are numerous uses for tokens, they must be agreed upon by both parties – if you ask for something without offering anything to the other party, the agreement probably won’t come into play. Don’t be greedy!

Alignment

Alignment does not exist in Dark Sun – it is not a world where adherence to some external code carries much weight. Spells that detect evil, law, or chaos do not exist, nor do spells that protect or damage creatures based on alignment.

Contacts

Characters begin play with contacts, which can be described in the “additional rules” chapter later on in this document.

“Core Only”

This campaign is “Core Only”, in that it only uses material from the *Pathfinder Core Rulebook* and *Psionics Unleashed*, unless otherwise stated. However, material from “Splats” is accessible.

In essence, material from the Core Rulebook is “common”, and can be selected with no associated training costs or difficulty. However, should a PC wish to learn a new skill, feat, spell, or other ability that is detailed in a non-core book, he must search for an appropriate trainer or source. In game terms, the player must tell the GM he is looking for the source, and the GM will decide how to proceed from there.

Bear in mind that learning feats or spells from non-core sources is expensive, costing at least one thousand ceramic pieces. Learning such abilities could also take a PC out of the game world for a month or more, as he learns this strange new skill.

Hit Points

Characters begin play with a number of hit points described on the table below. At each level beyond first, they roll their hit die as normal for hit points; however, they do *not* add their constitution modifier to this roll.

A character who rolls a hit die result lower than 1 + his constitution modifier instead treats his roll as that result (or a max die result, if he has a high constitution). A character with a negative constitution suffers the opposite effect – he cannot gain more hit points on a level gain than usual.

For example, Kaeris the half-elven ranger has a constitution of 14 (+2 modifier). If, upon reaching 2nd level, Kaeris rolled a 1 or 2, that would be treated as a 3 (1 + his constitution modifier of 2). Meanwhile, Silan, the human defiler with a constitution of 8 (-1 penalty) rolls a d6 for hit points, and even if he rolls a 6, it is treated as a 5. However, if he were to roll a 3, it would not be lowered down to 2.

Class	Starting HP
Barbarian	6 + Constitution
Bard	4 + Constitution
Cleric	4 + Constitution
Druid	4 + Constitution
Fighter	5 + Constitution
Inquisitor	4 + Constitution
Oracle	4 + Constitution
Psion	3 + Constitution
Psychic Warrior	4 + Constitution
Ranger	5 + Constitution
Rogue	4 + Constitution
Sorcerer	3 + Constitution
Warlord	4 + Constitution
Wilder	4 + Constitution
Witch (templar)	3 + Constitution
Wizard	3 + Constitution

Languages

There are quite a few languages in the Tablelands, due to the fracturing of the peoples and the isolation of the city-states. Most noticeable is the fact that there is no “common

tongue”. Interpreters and translators are a common sight in all city-states, and many streets are alive with a dozen dialects.

The languages spoken in the setting are detailed below.

Balician: The language of the city-state of Balic, it has also found purchase in the city-states of Nibenay and Gulg, and is also commonly learned by all traders, owing to the importance of Balic in the Tyr Region’s mercantile activities. Balician is a common language in all of the villages of the Ivory Triangle.

Dray: The dray are cloaked reptilians from the south, who trade for slaves and metals. Little is known about them, although a few brave merchants have spent enough time with these mysterious beings to pick up a smattering of the language.

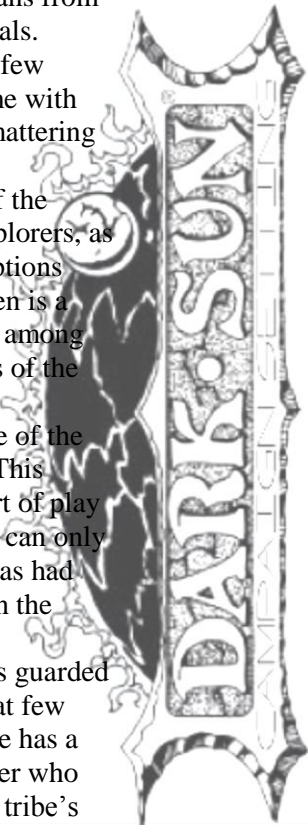
Dwarven: The ancient language of the dwarves, it is commonly learned by explorers, as many ruins are covered with old inscriptions written by the former builders. Dwarven is a common language in many cities, even among non-dwarves, due to the rising numbers of the race in most urban areas.

Elemental: The universal language of the elementals and the spirits of the land. This language can only be learned at the start of play by characters that cast divine magic. It can only be learned through play if a character has had sufficient contact with elements to learn the language (unlikely).

Elven: The language of the elves is guarded closely by this suspicious race, such that few non-elves can speak it. Each elven tribe has a different accent, and woe to any traveller who speaks to a tribe with the accent of that tribe’s enemies.

Giant: The baritone language of the giants has also been adopted by numerous non-human raiders. It should be noted that half-giants have no familiarity with this tongue; they speak the language of their home city-state.

Gith: Gith are savage hunters and raiders who regularly attack caravans and slave villages in the wastes. Few non-gith get the opportunity to learn the language, as few spend enough time to pick up more than the words “fire” and “stew pot”.



Halfling: the language of the jungle-dwelling Halflings is rare in the Tablelands. Consisting mostly of natural sounds that mimic the calls of birds, the language is astonishingly beautiful – and often the last thing an interloper hears before being skewered by a poisoned Halfling arrowhead.

Northlander: The language of the northern city-states of Urik, Raam, and Draj, although each city-state has a vastly different dialect. Northlander is also spoken by many trade villages north of Raam. It is also spoken by many nonhuman tribes.

Pterrann: The pterrann are reptilian traders found throughout the northern tablelands and Tyr region. Many traders pick up this tongue, as they often find themselves dealing with friendlier pterrann tribes.

Sign Language: Sign language is used extensively by many nomadic raiding tribes, and is so developed that it can be used as an actual language. It is rare in the cities, though some wizards use it in secretive transactions.

Thri-Kreen: The insectoid thri-kreen are the only race that can speak this tongue, though many other races learn to understand it. Composed of a series of clicks, buzzes, and droning thorax intonations, it also incorporates a wide range of body motions and even the releasing of pheromones. Most thri-kreen can speak other languages, although it causes discomfort to do so; they greatly appreciate being able to speak in their language when able.

Trade Tongue: A pidgin tongue composed of a dozen different languages, this language can not convey deep meanings, and only allows the most basic of communication. All PCs begin play knowing the Trade Tongue.

Tyrian: A human tongue spoken in the city-state of Tyr and the town of Altaruk. It is also found in many western villages, and is the *lingua franca* of many noblemen and merchants throughout the Tyr region (the campaign setting).

Literacy

Literacy is illegal in the city-states of Athas, as the Templars and Sorcerer Kings jealously seek to control the spread of knowledge. Only

the nobles and templars are legally allowed to be literate, though traders often circumvent this rule.

Some slaves are taught the ability by their masters, mostly for record-keeping purposes, though if they are caught with the skill they can face a death sentence.

In game play, players choose whether they want their character to be able to read or not. If they choose to be literate, they are literate in all of their languages.

Literacy costs one of the character's background skill points.

Reserve Points

All PCs have Reserve Points, generally in an amount equal to their hit point total. Damage is subtracted from PCs' hit points totals as normal; however, once a combat is over, characters convert reserve points into hit points at a 1 for 1 ratio. Healing magic is applied to hit points only; you cannot magically "heal" reserve points.

Healing Reserve Points

Anytime a character heals hit points, any "leftover" hit points do not go into reserve points. However, there are a few spells that may be used to regenerate reserve points.

Temporary Hit Points

While they share some traits, temporary hit points and reserve points are separate, and must be recorded separately.

Regaining Reserve Points

If a character runs out of reserve points and takes hit point damage, he heals the hit point damage naturally (as recorded in the section on healing in the core rulebook). However, if a character has fully healed all hit points, he heals reserve points at a rate of (3 x character level) per day, regardless of any physical activity he is engaged in. Thus, a 3rd level character would heal 9 reserve points per day.

Spellcasting

Arcane Characters can choose to defile when they cast spells. This drains life from the plants around them, turning the soil into lifeless ash; however, doing so empowers one's spellcasting.

Spellcasting and defiling is defined in better detail in the *Magic and Psionics* chapter.

Alternate Experience Points

Characters in the campaign gain experience points (XP) slightly differently than in other games. Characters progress using the "normal" XP progression in the core rulebook.

Monster XP

Experience Points for killing monsters is halved.

Purchasing Experience Points

Each level, a character can purchase experience points. He may do so once per character level, and can purchase no more than 20% of the experience points he needs to gain a level. Doing so takes 1d6 + the character's current level in days, as the character searches for trainers and the like. Characters at 6th level cannot spend money to gain XP.

Each experience point costs 1 ceramic piece.

Quest Experience Points

Characters can set personal quests, as well as accomplish group quests.

A personal quest can be set at any point during the game, with the player declaring something to be a personal quest. The GM will set a CR for the quest, and when it is accomplished, the character earns an amount of XP equal to one fifth of the XP award normally given. In other words, the XP is still "Split", though only one person actually receives it.

Group XP is awarded to the entire group when the quest is accomplished, and is split normally.

Journey Experience Points

Additionally, characters can earn experience points when they are not active characters. See "Journey Experience", in the Adventuring Rules chapter.

Experience Points and Multiple

Characters

Players are expected to have multiple characters in the Dark Sun campaign, with only one character "active" at any time.

Broken Condition (Sidebar)

Items that have taken damage in excess of half their total hit points gain the broken condition. The broken condition has the following effects, depending on the item.

- If the item is a weapon, any attacks are made with a -2 penalty on attack and damage rolls, in addition to any other penalties from material. The weapon only scores a critical on a natural 20 and only deals x2 damage on a confirmed critical hit.
- Suits (or pieces) of armour or shields halve their granted AC bonus, rounding down. Broken pieces of armour double the armour check penalty on skills.
- If the item is a tool needed for a skill, any skill check made with the tool takes a -2 penalty.
- Magical items, wands, or staves use up twice as many charges when used.

Items with the broken condition are worth only 75% of their normal value. If the item is magical, it can only be repaired with a make whole or mending spell cast by a character with a character level equal to or higher than the item's.

Non magical items can be repaired in a similar fashion, or through use of a relevant craft skill. This generally takes a DC 20 craft check and one hour of work per point of damage to be repaired. Most craftsmen charge one tenth the item's total cost to repair such damage (and possibly more if the item is badly damaged).



You can create a second character after your first character reaches 2nd level. From that point on, for every 100 experience points your active character earns, 20 experience points are divided evenly among your inactive characters.

Weapon Breakage

Since many weapons in the Dark Sun campaign are made of non-metallic materials (owing to the rarity of metal), they are prone to breakage.

When you roll a natural “1” on any attack roll, there is a chance your weapon will break. Make an item saving throw against a DC of 15. If you succeed, the weapon does not break. If you fail, the weapon has been broken and is no longer useable.

A weapon always breaks on a natural “1” on its item saving throw, regardless of saving throw bonus.

Fighters receive a bonus to this saving throw.

A weapon that breaks receives the broken condition. A broken weapon that suffers another weapon breakage is destroyed.

Races

The various races available to player characters are described herein. Racial descriptions are taken either from one of the original boxed sets, or were quickly slapped together by yours truly.

Each racial description comes with game mechanics for the race in question, racial feats, racially-appropriate background skills, and maybe even some racial mechanic variants.

Dwarf

"We built the cities, the roads, and the bridges. Humans tore it down and turned the land to dust. But we will keep building, because we are dwarves. We are creators, not destroyers."

Dwarves are tough, muscular beings weighing in at around two hundred pounds. Most dwarves are at least four and a half feet tall, with only the tallest dwarves standing higher than five foot three.

Dwarves on Athas are completely hairless, and have squat, wide set frames. They are dedicated, stubborn individuals. Dwarves once built cities and roads that covered the landscape, but now they find their once proud culture being absorbed by the few remaining city states. No dwarven nations remain, and only a few free dwarven villages can be found in the wastes. Most other dwarves have become citizens or templars of the cities, and more than a few dwarves are marked as slaves.

Dwarves are dedicated to the concept of work, and it is known that a dwarf without a task at hand is an unhappy one. They are a single-minded people who do not usually understand the idea of compromise, and are drawn to artisan, military, and labour occupations.

Dwarven psychology is centred around the idea of the focus. All dwarves have one goal that overrides all others in their lives. This goal, called their focus, is one that informs every decision a dwarf makes. Dwarves are prone to steering conversations towards their focus, and judging others based entirely upon how they

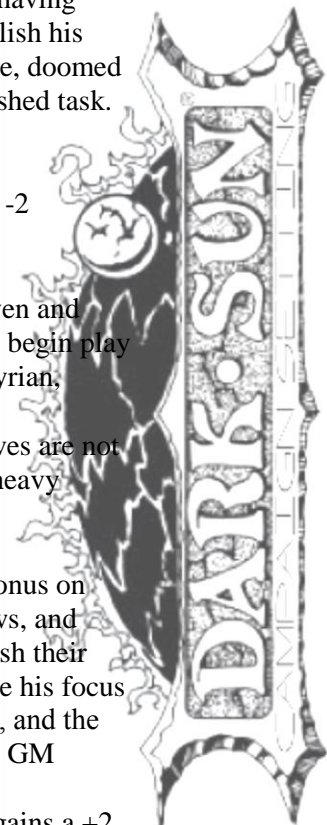
react to a dwarf's focus. Dwarves only change their focus in dire situations, or when their focus has been completed, at which time they will choose a new focus (often related to their prior one).

For example, a dwarf whose focus is to build a well in a dry village will stop at nothing until that task is complete. Once it is complete, he may change his focus to the protection of that well. And should he fail and see his village overrun by raiders, he will once again change his focus to that of reclaiming the village.

Dwarves do not take their focuses lightly. It is said that a dwarf who dies without having done everything in his power accomplish his focus will return as an undead banshee, doomed to forever seek to complete his unfinished task.

Game Mechanics

- +2 Constitution, +2 Wisdom, -2 Charisma
- Medium-Size
- **Starting Languages:** Dwarven and Trade Tongue. Dwarves also begin play with one of the following: Tyrian, Balician, or Northlander.
- **Base Speed:** 20 Feet. Dwarves are not slowed down when wearing heavy armour.
- Low-Light Vision
- **Focus:** Dwarves gain a +2 bonus on any skill checks, saving throws, and attack rolls made to accomplish their focus. A dwarf cannot change his focus without the GM's permission, and the +2 bonus can be denied if the GM decides it is too vague.
- **Stone Cunning:** The dwarf gains a +2 bonus on all perception checks to notice unusual stone work.
- **Stability:** The dwarf gains a +4 bonus on ability checks to resist being bull rushed or tripped while standing firmly on the ground.
- **Weapon Familiarity:** Dwarves are proficient with battleaxes, heavy picks, and warhammers.
- **Hardy:** +2 on saving throws versus poison, spells, and spell-like effects.



- +2 bonus on all craft checks made as part of an active skill choice (but not background skills).

Dwarven Background Skills

Dwarves are often interested in crafting and artisanal skills, considering themselves the great builders of the land. Dwarves are also often interested in their racial history, and pick up considerable bits of trivia and knowledge about the history of the land around them.

Examples: Ancient Dwarven Cities, Architecture, Craft (any), Dwarven History, Famous Craftsmen, Mining Practices, Rune Meanings.

Dwarf Racial Variants

There are a few different subraces of dwarves found in the wastes of Athas.

Pale Dwarves

So-called “Pale Dwarves” due to their slightly less-ruddy (but still dark) complexions are known for a degree of arcane and psionic resistance. These dwarves gain spell resistance equal to 5 + their character level. This resistance can be lowered for 1 round as a standard action. Dwarves with this trait take a -2 penalty on all concentration checks made in relation to arcane or divine spells, or psionic powers. This racial trait replaces the **hardy** racial trait. In addition, these dwarves do not begin play with a psionic wild talent.

Relentless Dwarves

Some dwarves are very skilled at moving through a battlefield, tossing aside lesser foes with ease. Dwarves with this racial trait receive a +2 bonus on Combat Manoeuvre checks made to bull rush or overrun an opponent. This bonus only applies when both the dwarf and his opponent are standing on the ground. This replaces the **stability** racial trait.

Elf

“Don’t worry. You can trust me.”

Elves are raiders, wanderers, and traders who run across the wastelands. Tall, rail-thin, and chaotic, they are trusted by no one – even other elven tribes. Elven “Shadow Quarters” in the city-states are filled with illicit trades, backroom deals, and criminal negotiations.

Elves are rogues and miscreants who are fiercely proud of their elven heritage, and who live a life of freedom. They are a chaotic, independent people. Elves are dedicated to the run, and only frail or dying elves would ever deign to use a mount – those who cannot keep up are simply left behind. Life as an elf is one that is fraught with peril.

Game Mechanics

- +2 Dexterity, +2 Intelligence, -2 Constitution.
- **Medium:** Elves are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Elves have a base speed of 30 feet.
- **Long Distance Running:** Elves can take part in the “elf run”. They gain a +10 bonus to their speed for overland movement purposes.
- **Climate Adaptation:** Elves have a natural resistance to extreme temperatures and aren’t adversely affected by the heat of the day or the chill of the night. They treat extreme heat or cold as if it were only very hot or cold, (see DMG for rules on temperature effects) but suffer normally from abysmal heat, or from magical supernatural heat and cold.
- **Low-Light Vision:** Elves can see twice as far as humans in conditions of dim light.
- **Bone Craft:** Elves have long since perfected the art of using bone materials. When making an item saving throw for a bone weapon, the item gains a +2 bonus on saving throws while in the hands of an elf.
- **Keen Senses:** Elves receive a +2 racial bonus on Perception skill checks.

- **Weapon Familiarity:** Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows).
- **Starting Languages:** Elven, Trade Tongue, and one of the following: Northlander, Balician, or Tyrian.

Elven Background Skills

Elves are interested in the arts, particularly those that can be practiced by relentless travellers. In the same vein, elves have often seen much of the world, and their background skills can reflect this. Many elves have skills which reflect their dabbling in criminal activities, as well.

Examples: Backalleys of Athas, Bone Carving, Elven Tribal Warfare, Gambling, Knowledge (Geography), Lewd Jokes and Songs, Oases of the Tablelands, Smuggling.

Elven Tribes

Following are just a few of the elven tribes found in the tablelands.

Night Runners: Elves who follow the mercantile activities of smuggling and dealing in contraband, these elves occasionally dabble in forgery, kidnapping, and assassination as well.

Silt Stalkers: Brutal raiders from the eastern Tyr region, this violent tribe raids and kills for the sheer pleasure of it.

Silver Hands: These elves have given up on the elf run, and now maintain the Silver Spring oasis – a lucrative business if there ever was one.

Sky Singers: An elven tribe that focuses on mercantile activity. They are found primarily near Nibenay, where they maintain a semi-permanent market.

Water Hunters: Staunch conservatives, the Water Hunters are elusive hunter/gatherers who stick to the “traditional” ways, avoiding mercantile activities and raiding whenever possible as they follow a rustic path.

Wind Dancers: Once a happy tribe, the wind dancers were struck by disease and plague, and are now forced to live as raiders and pillagers. What’s worse... some have embraced

the violence and enjoy the atrocities they commit.

Half-Elf

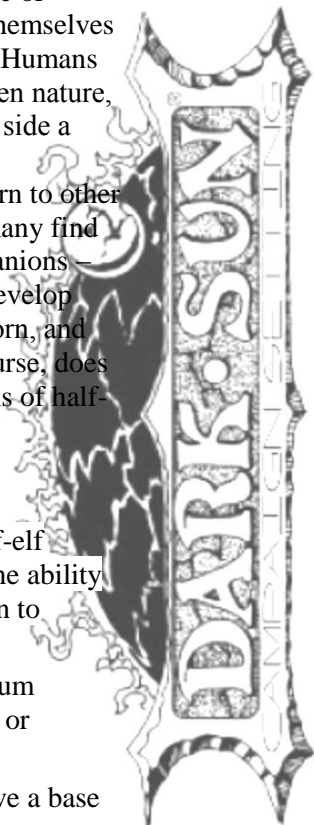
“I trust no one but myself and the road beneath my feet. That is enough.”

The rift between humans and elves is vast, though occasional contacts between the two races can result in children – usually unplanned. These children are resented by their parents, and when they are not simply cast out to die of exposure in the wilderness, they find themselves being raised on the fringes of society. Humans mistrust the half-elves’ duplicitous elven nature, while elves find the half-elves’ human side a thinning of “pure” elven blood.

Because of this, half-elves often turn to other cultures for companionship. In fact, many find themselves trusting only animal companions – for such creatures lack the culture to develop such “civilized” notions as bigotry, scorn, and hatred. This bond with animals, of course, does little to quell often-held misconceptions of half-elven savagery.

Game Mechanics

- **+2 to One Ability Score:** Half-elf characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.
- **Medium:** Half-elves are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Half-elves have a base speed of 30 feet.
- **Low-Light Vision:** Half-elves can see twice as far as humans in conditions of dim light.
- **Elf Blood:** Half-elves count as both elves and humans for any effect related to race.
- **Keen Senses:** Half-elves receive a +2 racial bonus on Perception skill checks.
- **Half-Elven Talent:** Half-elf PCs choose one of the following racial options. If a half-elf has a familiar or



animal companion from his racial ability, he cannot gain an animal companion or familiar through a class ability.

- **Multitalented:** Half-elves choose two favored class at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes. In addition, they gain Skill Focus as a bonus feat.
- **Animal Companion:** The half-elf has an animal companion, exactly as if she were a druid of one level lower (minimum 1). Note that this follows all of the normal druidic requirements; the character cannot take an animal companion she doesn't meet the level prerequisites for. She can choose one of the following animal companion creatures: Anklyosaurus, Ape, Bat (Dire), Beetle (Giant), Bird (Eagle/ Hawk/ Owl), Cat (Tiger/ Lion), Cat (Cheetah/ Leopard), Centipede (Giant), Hyena, Monitor Lizard, Rat (Dire), Scorpion (Giant), Snake (Constrictor), Snake (Viper).
- **Familiar:** The half-elf has an animal familiar, as if she were a wizard of one level lower (minimum 1). This follows all of the usual familiar rules. She may choose one of the following animal familiars: Bat, Cat, Centipede, Donkey Rat, Goat, Hawk, Lizard, Monkey, Rat, Scorpion, Spider, Thrush, Viper, Weasel.
- **Languages:** Elven, Trade Tongue, and one of the following: Tyrian, Northlander, Balician.

Half-Elven Background Skills

Half-elves have background skills often related to being outcast from the cities they grew up in. As most half-elves were raised by human

mothers in a city-state or client village, they tend to have urban outlooks. However, being shut out from most "honest" trades leaves half-elves working towards militant or dishonest occupations.

Many half-elves learn much about races that do not share humans' and elves' mistrust towards the mixed blood of half-elves.

Examples: Ancient History and Mythology, Dwarven Etiquette, Mercenary Groups of the Tyr Region, Prostitution, Smuggler Routes, Thri-Kreen Etiquette.

Half-Elf Racial Variant

Due to how elven and human blood can mix, there are a few different "variants" on typical half-elves, as presented below.

Dual-Minded

Most half-elves either favour their human or elven parent. Some, however, are almost entirely split between their two bloods. Such half-elves are amazingly resistant to mind-affecting powers, and as a result gain a +2 bonus on all will saving throws. This racial ability replaces the Half-Elven talent ability.

Half-Giant

"The Sorcerer Kings created us. But that doesn't mean they control us."

A magical fusion between the giants of the wasteland and humans, half-giants were created by the sorcerer kings to serve as willing soldiers and labourers centuries ago. They have since become a breeding race, and one that is relatively common throughout the city-states.

Standing between eight and nine feet tall, half-giants are hefty in frame and typically dark-skinned. Most appear more or less human-like, though a few have beastlike manes or elongated tusks tracing back to their giant heritage.

Half-giants, due to their lack of an ingrained culture, tend to adopt cultural habits of those around them. They often attach themselves to charismatic individuals, and shadow or mimic that person's behaviours. Half-Giants are easily swayed, and can be somewhat chaotic as a race –

it is not unusual to see units of half-giants change allegiance in a conflict overnight. Because of this, half-giants are rarely encountered in large military groups, instead being mixed in with regular units.

Game Mechanics

- +4 Strength, -2 Dexterity, -2 Intelligence, -2 Charisma
- Medium-Size
- Base Speed: 30 feet.
- Powerful Build.
- **Starting Languages:** Balician, Northlander, or Tyrian (choose one).
- **Unusual Frame:** Half-giants' size means they must wear armour and clothing specially made for them. Such armour costs twice the listed price. In addition, Half-Giants must eat and drink twice the normal amount required of a human per day.

Half-Giant Background Skills

Half-Giants are usually brought up as slaves, and so suffer the usual misfortunes of current and former slaves. Half-giants are naturally drawn to other cultures, and often borrow the cultural traditions of nearby races. They are sponges for other traditions and languages, and each half-giant often absorbs cultural traits from numerous different groups, using them to form a unique melange of traditions.

Examples: Dwarven Work Songs, Elven Dance, Gladiatorial History, Halfling Wind Music, Mythology, Oratory, Religions of the Tyr Region, Slave Gossip, Thri-Kreen Clutch Hunting.

Halfling

"The forest gave my people the foliage we needed to creep up on you unawares. The birds sang songs to cover the sound of our feet moving through the brush. The trees gave us long shadows to hide in, and the poisons that are already coursing through your veins. The forest, you see, always provides for us. And today, it has provided us dinner."

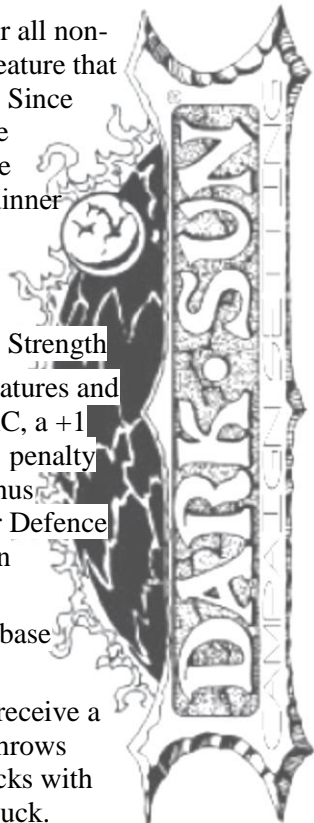
Halflings are jungle-dwelling hunters who live an isolated existence from the rest of the dying world. The few Halflings encountered outside of the forest ridge are exiles, emissaries, or the rare few who suffer from wanderlust (a fate worse than death in the Halfling point of view).

Halflings believe they are the only civilized race on Athas, and have a culture that stretches back for millennia. They are naturalists with an innate hatred for all forms of arcane magic, and view divine connections with the spirit realm as questionable, at best. However, they are skilled practitioners of psionic methods.

Halflings have an innate disdain for all non-civilized races, and believe that any creature that is uncivilized is no better than a beast. Since Halflings only believe themselves to be civilized, this has led to more than one humanoid winding up on a halfling's dinner plate.

Game Mechanics

- +2 Dexterity, +2 Charisma, -2 Strength
- **Small:** Halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus (CMB) and Combat Maneuver Defence (CMD), and a +4 size bonus on Stealth checks.
- **Slow Speed:** Halflings have a base speed of 20 feet.
- **Poison Resistance:** Halflings receive a +2 racial bonus on all saving throws against poison. This bonus stacks with the bonus granted by halfling luck.
- **Halfling Luck:** Halflings receive a +1 racial bonus on all saving throws.
- **Keen Senses:** Halflings receive a +2 racial bonus on Perception skill checks.
- **Sure-Footed:** Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.
- **Weapon Familiarity:** Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.



- **Starting Languages:** Halfling, Trade Tongue, and one of the following: Northlander, Tyrian, or Balican.

Halfling

Halfling Background Skills

Halflings mostly hail from the forest ridge, a jungle past the Ringing Mountains to the west of the Tyr Region. As such, most Halflings are strangers in a strange land, either explorers or exiles in a world that is inhospitable, uncivilized, and deadly.

Halfling skills often relate to jungle survival and the peculiarities of Halfling “Culture” – which often involves shamanism, cannibalism, and spirit worship.

Examples: Bird Songs, Cooking Humanoids, Dye-Making, Edible Plants, Poisonous Creatures of Athas, Spirit Lore.

Halfling Racial Variants

There are a few different tribes of Halflings, and some are considerably different from their fellows to be considered racial “Variants”, as described below.

PC Halflings may only belong to one of the tribes listed below, or a tribe of their own design (which mechanically would be a “standard” Halfling).

The Ant Tribe

Particularly skittish, the ant tribe trains in using superior numbers to take down prey. Using quick and deadly wolf pack tactics, they are very efficient in coordinating their attacks.

Ant Tribe Halflings gain a +1 bonus on initiative checks and an additional +1 bonus on attack rolls while flanking. However, they suffer a -2 morale penalty on saving throws against fear, and cannot gain morale bonuses on saving throws against fear.

When affected by a fear effect, they gain a +1 dodge bonus to AC, and their base speed increases to 30 feet.

This trait replaces the Poison Resistance and Halfling Luck racial traits.

The Mongoose Tribe

The Mongoose is adept at striking fast and to great effect, and this tribe seeks to emulate the mongoose in all ways, even down to the body paints they favour.

Mongoose Halflings gain a +1 bonus on rolls made to confirm critical hits made against any creature larger than themselves.

This trait replaces the keen senses racial trait.

Puma Tribe

The puma tribe is fast-moving and mobile, with their war parties always striking from the least expected angle of attack. The tribe strikes quickly, before rapidly fading back into the foliage.

Puma Tribe Halflings reduce the penalty for using Stealth while moving by 5, and reduce the Stealth penalty for sniping by 10. This racial trait replaces the sure-footed racial trait.

Human

Exists as written in the Pathfinder supplement. Humans are the most common race. “Mutations” have been known to occur, due to the hazardous effects of twisted magic in the desert.

Game Mechanics

- **Languages:** Trade Tongue, and one of the following: Northlander, Tyrian, or Balican.
- **Wild Talent:** Human PCs can roll twice on the psionic wild talents table, and keep the result of the player’s choice.

Human Racial Feats

Human PCs can choose from among the following racial feats.

Mul

“Call me a slave, if you like. I am my master’s property, and I exist to serve him. That doesn’t

mean I have to like it. And on the day he lets his guard down... on that day, I will be free."

Muls (pronounced either as "mull" or "mule", depending on one's view of the species) are sterile crossbreeds of humans and dwarves. Standing approximately six and a half feet tall and weighing around two hundred pounds, Muls are completely hairless and exceedingly strong.

Muls are typically bred by sorcerer kings to serve as soldiers, gladiators, and labourers. Almost all muls are born and raised as slaves – very few are born free. As such, most are raised to be subservient, loyal, and hard-working.

However, while they retain their dwarven parents' love of labour, most Muls inherit their human parent's drive, and it is common for Muls to seek their own freedom. They are tough, resilient, and driven to succeed at whatever is put before them. Muls are, first and foremost, survivors.

Frequently, Muls have poor social skills, and being raised in the brutal slave pits leaves them with no drive for friendship, and many Muls feel loyalty to no one but themselves. However, once a Mul had made a friend, that person is a friend for life.

Game Mechanics

- +2 to one ability score: Muls get a +2 bonus to one ability score of their choice, to represent their varied nature.
- Medium-Size
- **Starting Language:** Balician, Northlander, or Tyrian.
- **Powerful Reserves:** Muls have half again as many reserve points as they have hit points (round up). For example, a Mul with 20 hit points would have 30 reserve points. NPC Muls instead receive toughness as a bonus feat.
- **Endurance:** Muls receive Endurance as a bonus feat, even if they do not meet the normal prerequisites.
- **Dwarf Blood:** Muls count as both dwarves and humans for any effect related to race.
- **Mul Ferocity:** Once per day, when a mul is brought below 0 hit points but not

killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Thri-Kreen

"We hunt."

Hulking insect-men standing as tall as 7 feet at the shoulder, the thri-kreen are the least "human" of the player character races. Their survivability in the wilderness, combined with their cunning and intellect, have made the *mantis warriors* (as they are known to some races) the undisputed masters across large tracts of the Athasian wastes.

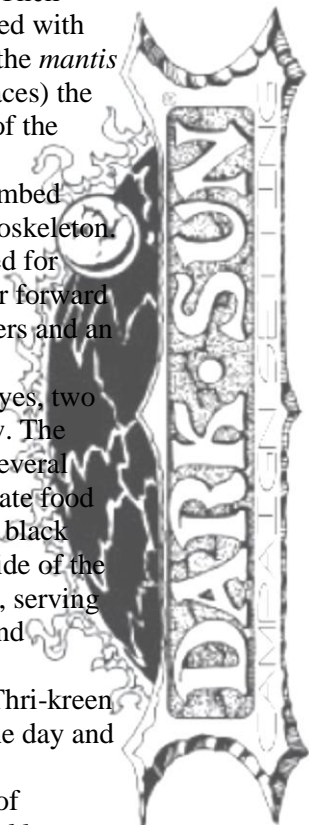
The individual thri-kreen is a six-limbed creature with a tough, sandy-yellow exoskeleton. Its hind legs are the most powerful, used for walking, running, and leaping. The four forward limbs each have a hand with three fingers and an opposable thumb.

A thri-kreen's head has two large eyes, two antennae, and a small-but-powerful jaw. The jaws work from side to side and have several small extensions that grab and manipulate food while it is being eaten. The eyes are jet black and multi-faceted, separated to either side of the head. The antennae are all but vestigial, serving only to help maneuver through brush and grasslands in the darkness.

Thri-kreen have no need of sleep. Thri-kreen characters can remain active through the day and night.

Thri-kreen make and use a variety of weapons. Chief among them are the *gythka*, a polearm with wicked blades at either end, and the *chatkcha*, a crystalline throwing wedge. They also fashion many forms of clothing, but never wear armor.

Thri-kreen can use most magical items such as wands, rods, staves, weapons, shields, and most miscellaneous magic. Those items, however, designed to be worn by demihumans, such as rings, girdles, armor, and cloaks, will not function for a thri-kreen because he simply cannot put them on.



The pack is the single unit of organization among the thri-kreen, generally having 2-24 individuals. The pack is always on the hunt, never idle. There are no permanent thri-kreen communities. The so-called “thri-kreen nations” are, in fact, not organized as such, nor are they thought of as nations by the mantis warriors. The nations are human conventions to delineate on maps where the thri-kreen thrive and dominate.

Thri-kreen are carnivores and the pack is constantly on the hunt for food. They consider the other player character races as potential food stock, but only prey on other intelligent creatures in times of desperation. The mantis warriors have a well-known taste for elves, which keeps both races at an uneasy peace when they are forced to cooperate.

A thri-kreen’s obsession is the hunt. Thri-kreen are skilled and wise hunters-skilled enough to bring down the animals they need, wise enough to move on before they completely deplete an area of prey.

From birth, all thri-kreen are involved in the hunt. The young are concerned with preparation and preservation of hunted food, elders are hunters. There are no distinctions between male and female thri-kreen in their pack society.

To outsiders, thri-kreen sometimes seem overly preoccupied with gathering food, hunting, and maintaining stocks of travel food. Since they do not sleep, thri-kreen often hunt through the night while other races they are working with are “needlessly lying around”.

Their pack intelligence also makes them protective of their clutch-mates. To a thri-kreen, his clutch or pack includes whoever he is with at the time of danger. It is instinctive for a thri-kreen to leap into battle to protect those he is with, regardless of personal danger.

Game Mechanics

- +2 Dexterity, +2 Wisdom, -2 Intelligence, -2 Charisma
- Medium-Size
- **Monstrous Humanoid:** Thri-Kreen are monstrous humanoids, and as such, are immune to many spells and effects that target only humanoids.
- **Starting Languages:** Thri-Kreen, Trade Tongue, and one of the following:

Balician, Tyrian, or Northlander. Thri-kreen have difficulty speaking non-kreen tongues, and so are often masters at brevity.

- **Extra Limbs:** Thri-Kreen have two extra limbs. However, they cannot use these limbs to attack. They can be used to carry extra weapons, and can switch between sets of weapons as a swift action.
- **Sleepless:** Thri-Kreen do not need to sleep, though they still must rest for eight hours a day. They usually use this time to repair weapons or prepare food.
- **Leap:** +4 Bonus to Athletic checks made to jump. Thri-Kreen are not limited by height when jumping.
- **Natural AC:** Thri-kreen gain a natural armour bonus equal to 2 + character level. Thri-Kreen are unable to wear armour.
- **Automatic Proficiency:** Thri-Kreen are automatically proficient with the chatchka and gythka.
- **Crystalline Secretion:** Thri-Kreen can secrete a crystalline paste that they can use to create chatchkas and gythkas. A thri-kreen can create enough of this crystal to maintain one gythka and two chatchkas at any one time. He must continue to secrete this paste to maintain current weapons, so selling the items is impossible.
- **Weapon Unfamiliarity:** Thri-Kreen suffer a -2 penalty to attack rolls when using non thri-kreen weapons.

Vital Statistics

The age, height, and weight statistics for the various races are slightly different in a Dark Sun campaign, and so are reprinted here, albeit in a slightly different format.

Class Categories

Rather than having long lists, each class has a different “Category” to determine the amount of training necessary before play starts.

A: Barbarian, Rogue, Sorcerer, Wilder
 B: Bard, Fighter, Inquisitor, Oracle, Psychic
 Warrior, Ranger, Warlord
 C: Cleric, Druid, Psion, Templar, Wizard

Dwarf

Adulthood: 30

A: +3d6 years

B: +5d6 years

C: +7d6 years

Middle Age: 100 years

Old: 133 years

Venerable: 200 years

Maximum Age: 200 + 3d20 years

Base Height: 50" male/48" female

Modifier: +2d4

Base Weight: 160 lbs male/140 lbs female

Modifier: x7 lbs

Elf

Adulthood: 15

A: +1d4 years

B: +3d4 years

C: +5d4 years

Middle Age: 50 years

Old: 67 years

Venerable: 100 years

Maximum Age: 100 + 2d20 years

Base Height: 62" male/59" female

Modifier: +2d10

Base Weight: 120 lbs male/85 lbs female

Modifier: x5 lbs

Half-Elf

Adulthood: 15

A: +1d4 years

B: +1d8 years

C: +3d4 years

Middle Age: 45 years

Old: 60 years

Venerable: 90 years

Maximum Age: 90 + 2d20 years

Base Height: 60" male/57" female

Modifier: +2d10

Base Weight: 120 lbs male/85 lbs female

Modifier: x4 lbs

Half-Giant

Adulthood: 20

A: +3d4 years

B: +5d4 years

C: +7d4 years

Middle Age: 60 years

Old: 80 years

Venerable: 120 years

Maximum Age: 120 + 1d100 years

Base Height: 84" male/84" female

Modifier: +2d10

Base Weight: 500 lbs male/450 lbs female

Modifier: x10 lbs

Halfling

Adulthood: 20

A: +2d4 years

B: +3d6 years

C: +4d6 years

Middle Age: 50 years

Old: 75 years

Venerable: 100 years

Maximum Age: 100 + 4d12 years

Base Height: 32" male/30" female

Modifier: +2d4

Base Weight: 30 lbs male/25 lbs female

Modifier: x1 lbs

Human

Adulthood: 15

A: +1d4 years

B: +1d6 years

C: +2d6 years

Middle Age: 35 years

Old: 53 years

Venerable: 70 years

Maximum Age: 70 + 2d20 years

Base Height: 58" male/53" female

Modifier: +2d10

Base Weight: 120 lbs male/85 lbs female

Modifier: x5 lbs

Mul

Adulthood: 15

A: +1d4 years

B: +1d6 years

C: +1d8 years

Middle Age: 35 years

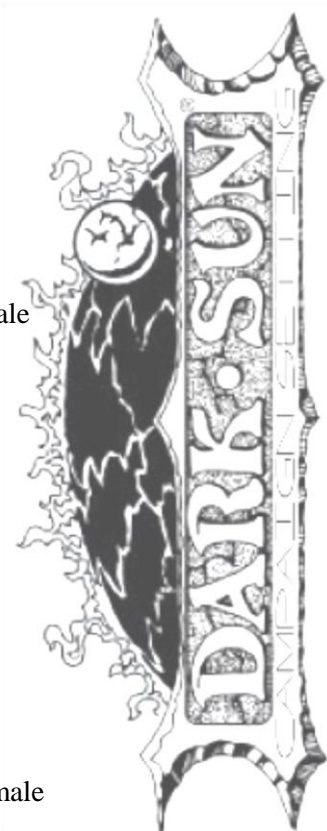
Old: 53 years

Venerable: 70 years

Maximum Age: 70 + 2d10 years

Base Height: 64" male/59" female

Modifier: +2d6



19/03/2012

Base Weight: 160 lbs male/125 lbs female

Modifier: x6 lbs

Thri-Kreen

Adulthood: 6

A: +1d2 years

B: +1d4 years

C: +1d8 years

Middle Age: special

Old: special

Venerable: 25 years

Maximum Age: 25 + 1d10 years

Base Height: 76" male/76" female

Modifier: +1d6

Base Weight: 350 lbs male/350 lbs female

Modifier: x5 lbs

Special: Thri-Kreen do not suffer aging effects until they reach venerable age, when they lose -2 to Str, Dex, and Con, and gain +1 to Int, Wis, and Cha.

Classes

The character classes, and their variant rules, are described in the following pages.

Archetype Options

Each class has possible archetype options included in the entry. These are detailed in the *Paizo Advanced Player's Guide*. If the archetype option is not mentioned in these pages, this means it has been deemed inappropriate for the campaign, and is not allowed for player character use.

Barbarian

Barbarians are raiders, brutes, savages, and those who have been raised in the harsh wastes of Athas. Their fury is stoked by the howling sands and the inequities of life. All seek to take out of life what they can – by force, if necessary.

Barbarians are seldom called “barbarians”, instead being called “bandits”, “raiders”, or “marauders”.

Rage: Barbarians gain an increase to their constitution as normal. When they rage, they gain +2 hit points per level, which circumvents the house rule that says constitution modifier does not increase hit points.

Rage Powers: Some rage powers are prohibited in our dark sun campaign. Prohibited powers include Animal Fury, Beast Totem (any), Chaos Totem (any), Elemental Rage (any), Fiend Totem (any), Good For What Ails You, Liquid Courage, Raging Swimmer, Roaring Drunk, Scent, Spirit Steed, Spirit Totem (any), Staggering Drunk, as well as any rage power with a requirement higher than level 8.

Archetype Options

There are several barbarian character archetypes available. You may select as many or as few as you please, modifying the “core”

bard character class. Some archetypes may have suggestions on possible backgrounds.

Breaker: These characters often come from slave backgrounds, where they used their fury to smash through bars and destroy manacles. Most are half-giants or muls.

Hurler: Half-giants love to throw rocks like their larger cousins. Others, especially those who are used to fighting the massed formations of the Urikite army, have taken to throwing cabers.

Invulnerable Rager: As Written. These barbarians are often found in the arenas of the city-states, vengeful gladiators with bodies crisscrossed by scars. As a note, this archetype is purely experimental; if it winds up being overpowered in play, it will be removed.

Mounted Fury: As written, though the mount will not be a horse. Instead, it will be either a kank or a crodlu, or perhaps another beast if it can be worked out through play. Remember that the campaign is mostly wilderness in nature, so that mounted combat is a viable PC option.

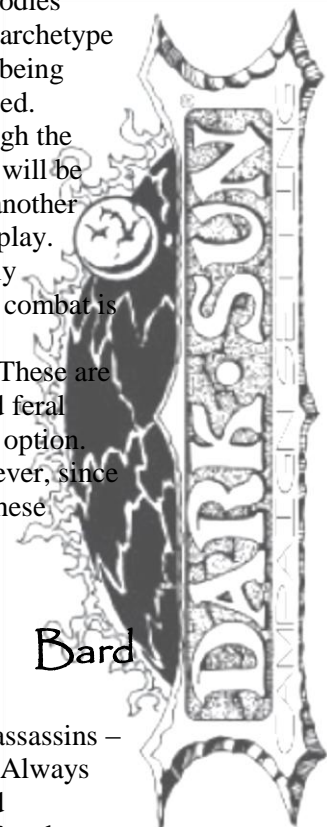
Savage Barbarian: As written. These are particularly common among muls and feral humans. Thri-Kreen *cannot* take this option.

Superstitious: As written. However, since every humanoid is fearful of magic, these characters should have a reason to be *particularly* fearful of magic.

Bard

Entertainers, spies, couriers, and assassins – the lives of bards are seldom boring. Always engaged in the intrigues of nobles and merchants, bards must walk the razor's edge or face a merciless and anonymous death.

Power Source: bards can choose to have their power source be either arcane or psionic. If they choose for their “spells” to be psionic, they function exactly the same mechanically as written, although they are psionic in nature for some purposes (ie, detection and how they are perceived by the public). However, if the bard chooses to have his power source be arcane, he has access to the benefits and drawbacks of defiling magic.



This choice must be made at first level, and once made, cannot be reversed.

Literate: All bards begin play literate.

Perform Types: there are numerous bardic performance skills, though these differ from the usual choices in Pathfinder. They are described below:

Act: drama and buffoonery is popular in the city of Balic and surrounding villages.

Comedy: comedy is under-appreciated, though there are some Tyrian comedians, and it is a growing field in the town of Altaruk. In the slave villages, it is perhaps more tolerated.

Any player that tries to play a Thri-Kreen standup comedian will be immediately tarred and feathered. Don't even try it.

Dance: All city-states enjoy dance, though it is especially prized in the cities of Nibenay (where there are numerous styles) and Draj (where war dances are common).

Oratory: The hunters of Gulg enjoy great odes and epics. In the wilderness, storytellers are much appreciated.

Percussion: Percussion instruments are popular in all city-states and among almost all wilderness groups that rely upon travel. Gulg and Urik especially value percussion instruments.

String: Lyres and basic harps are rare instruments, only appreciated among the nobility of Tyr, Balic, and Nibenay.

Wind Instruments: various flutes, recorders, and the like are common throughout the wastes. Bone flutes are especially loved in the city-state of Tyr.

Singing: Singing is a universal art form, found throughout the wastes.

Archetype Options

There are several bard character archetypes available. You may select as many or as few as you please, modifying the "core" bard character class. Some archetypes may have suggestions on possible backgrounds.

Arcane Duelist: Exists as written. Arcane Duelists can be either psionic or arcane. If they are psionic, they hail from the Psiumarkh, Raam's prestigious psionic academy. Magical Arcane duelists, meanwhile, are almost always elven-trained or at least influenced by elven

techniques (and typically defile, as do the elves).

Court Bard: Exists as written, though Court Bards usually work among the nobles; a court bard who targets a sorcerer king will have a very short life span.

Geisha (Complete Magic): This archetype represents the courtesans, primarily of Nibenay and Balic, although there are such companions in most city-states. The "tea ceremony" ability does not need to represent the actual consumption of tea, however, and should be replaced by more appropriate ceremonies depending on local culture.

Sandman: Exists as written. Sandmen are typically called "Spell Thieves", and are hated both by spellcasters and the public. Sandmen *must* be arcane casters.

Savage Skald: Exists as written. Such characters are usually found in the wastes, working among slave or raider tribes.

Street Performer: Exists as written, though other bards look down upon those who perform "for the masses".



Cleric (in development)

Clerics on Athas worship the elemental powers, as the gods are gone.

Elemental Type: All clerics worship one of the four elements: Earth, Air, Fire, or Water. Each elemental type has a certain favoured weapon, and grants access to varying domains, as listed below.

Spell List: Certain spells are not available on the cleric spell list, detailed as follows: *Create Water* (water clerics only, and it is a 2nd level spell even then), *Summon Monster* Spells (can only summon elements of your elemental type).

Cleric Elemental Domains

Air

Air clerics are known to be flighty and unpredictable at the best of times. The currents of air are always shifting, and when they shift, clerics follow.

Favoured Weapon: Any thrown weapon.

Domains: Must choose the air domain. Can choose from the following other domains for a second choice: Chaos, Charm, Luck, Madness, Trickery, Weather.

Earth

Earth clerics are stolid, dependable, and stubborn. They resist change, and will plant their feet in the face of adversity even when moving would be the better option.

Favoured Weapon: Any hammer.

Domains: Must choose the earth domain. Can choose from the following other domains for a second choice: Artifice, Community, Law, Protection, Strength, War.

Fire

Fire exists to destroy, but it also is necessary for creation. Fire Clerics espouse this contradiction – they see the world as one of constant change, and see themselves as agent for that change. Whether the final product is an improvement or loss often matters little to them; rebuilding is someone else's concern.

Favoured Weapon: Flaming Oils, and forged metal scimitars.

Domains: Must choose the fire domain. Can choose from the following other domains for a second choice: Chaos, Destruction, Liberation, Sun.

Water

Water priests are aware of the life-giving importance of water, and often focus on the renewal of all life. However, other water priests realize that intelligent life is responsible for athas' current defiled condition, and declare their selves opponents of civilization as a result.

Favoured Weapon: Spears and Tridents.

Domains: Must choose the water domain. Can choose from the following other domains for a second choice: Animal, Healing, Plant, Travel, Weather.

Archetype Options

There are several cleric character archetypes available. You may select as many or as few as you please, modifying the "core" cleric character class. Some archetypes may have suggestions on possible backgrounds.

Cloistered Cleric: Exists as written. However, formal clerical academies do not exist, as clerics are by nature illegal. The Athasian cloistered cleric is instead a more rogue-like wanderer with a passion for knowledge. Many travelling water priests ("mullahs") are so-called "cloistered" clerics.

Crusader: Exists as written. Primarily followed by earth and fire clerics.

Evangelist: Exists as written. Such characters are often hunted by templars rigorously, and as such exist more commonly in the client villages of the city-states. This archetype primarily contains doomsday fire clerics or revitalizing water clerics.

Druid

Druids are the liaisons between the spirit world and the civilized realm. Or, perhaps more accurately, they are the representatives of the spirits that haunt the wastelands – many of them maddened from the pains delivered upon the

world. Many druids seek only to protect the world from further harm and perhaps foster a bit of growth; others, however, are vengeful radicals who seek the destruction of civilized beings. Like other magical casters, druids are seldom trusted in the city-states.

Armour Restrictions: the restriction against metal armour still stands. However, because most armour in Athas is non-metal, this is extended a bit. Athasian druids are only able to wear leather and hide armour.

Spell List: The druidic spell list is slightly different in dark sun, detailed as follows: *Create Water* (no longer an orison, *Create Water* is a 2nd level druidic spell), *Entangle* (druid must choose a terrain type when memorizing the spell – the entangle spell will only work in that terrain), *Obscuring Mist* (effect is the same, but re-flavoured as “Obscuring Sands”), *Diminish Plants* (barred for druidic use).

Nature Bond: Druids can only choose animal companions from a limited list. This list is provided in the half-elf racial entry.

Archetype Options

There are several druid character archetypes available. You may select as many or as few as you please, modifying the “core” druid character class. Some archetypes may have suggestions on possible backgrounds.

Mooncaller: Exists as written. Bear in mind that Athas has two moons – Ral and Guthay – and some moon callers might feel a particular affinity towards one of the moons.

Storm Druid: Storm druids represent the massive “Tyr Storms” that occasionally sweep through the region. They exist as written, though they cannot gain access to sub-domains, as sub-domains do not exist in the Dark Sun setting.

World Walker: Exists as written.

Urban Druid: Exists as written, though such characters must learn to constantly remain one step ahead of the templars.

Fighter

Fighters are perhaps the most common character class found in Athas. Those fighters

who are adept at combat will find wealth and glory wherever they seek it, whether in the back alleys of the city-states; at the forefront of a sorcerer-king’s armies; in the gladiatorial arenas; or battling beasts in the wastelands. Those who lack such skill instead find naught but a shallow, unmarked grave.

Item Survival: Fighters can add half their fighter level (round down) to any item saving throw they make to avoid weapon breakage. Thus, a 4th level fighter would gain a +2 bonus on all weapon breakage saving throws.

Archetype Options

There are several fighter character archetypes available. You may select as many or as few as you please, modifying the “core” ranger character class. Some archetypes may have suggestions on possible backgrounds.

Archer: Exists as written. This background is very popular in Athas, particularly among those from the northern city-states.

Armour Master: Exists as written. This archetype originates from the soldiers of Hemanu of Urik’s well-trained armies, and most Armour Masters are former soldiers of the city-state of Urik as a result.

Brawler: Exists as written. Especially popular among muls and half-giants. Thri-kreen characters are barred from taking this archetype.

Cad: Exists as written. Popular primarily among the city streets of Tyr and Balic.

Crossbowman: Exists as written. Popular only where the crossbow is popular – namely, Balic and Nibenay.

Dragoon: Exists as written. Mounted soldiers are especially common in the city-state of Urik, and among the outriders of the various merchant caravans.

Free Hand Fighter: Exists as written. This archetype is common in both the cities and wastelands of the Tyr region.

Mobile Fighter: Exists as written. Particularly common among thri-kreen.

Phalanx Soldier: Exists as written. Common among mercenary companies, Balician freemen (who are trained in mandatory military service in giant-slaying companies), and garrison troops employed by merchant dynasties.

Polearm Master: Exists as written.

Roughrider: Exists as written, and serves a similar purpose as the dragoon archetype, with the exception that roughriders are much more often found in the wastelands.

Savage Warrior: Exists as written. This archetype often represents those slaves who have survived long enough in the wastelands to learn how to fight.

Shielded Fighter: No, Mike, no. This archetype is banned from play in the Dark Sun campaign.

Tactician: exists as written. Tacticians are the officers of all of the standing armies and mercenary troops of the wastelands. They are, as such, relatively common.

Thunderstriker: Exists as written. This archetype is used primarily among the dwarves. Only dwarven characters may take this archetype.

Tower Shield Specialist: Again, Mike, no. This archetype is banned from play in the Dark Sun campaign.

Two Handed Fighter: Exists as written.

Two Weapon Fighter: Exists as written.

Unbreakable: exists as written. Muls cannot take this archetype, as they are already pretty unbreakable (and possess similar abilities due to their race).

Weapon Master: Exists as written.

Inquisitor

Inquisitors are those gifted with the ability to hear the spirits of the land. However, unlike clerics, they use their spiritual awareness for personal gain and to pursue their own ends – usually ends that coincide with the aims of an inquisitor's patron spirit.

Unlike other divine casters, Inquisitors are found almost primarily in the cities, following their goals while trying to keep a low profile to avoid the stern gaze of the ever-watchful templars.

Domain: Inquisitors must choose from one of the following domains: Air, Earth, Fire, or Water.

Spell List: *Create Water* is not allowed.

Allowed Weapons: Inquisitors gain no bonus weapons related to their element's favoured weapon.

Archetype Options

There are several inquisitor character archetypes available. You may select as many or as few as you please, modifying the “core” inquisitor character class. Some archetypes may have suggestions on possible backgrounds.

Iconoclast: Exists as written. Many inquisitors are deeply hateful of arcane magic, and magical items from ancient days.

Preacher: Exists as written.

Spellbreaker: Exists as written. Have fun, Mike.

Witch Hunter: Exists as written, though these inquisitors often call themselves “Chasseurs” and market their services as defiler hunters.

Oracle

Oracles are those who have been touched by the elemental spirits, and have gained great divination abilities as a result. Slightly maddened by their contact with the elemental patrons, Oracles are given a great berth in most circles – when they are not outright hunted by jealous Templars.

Create Water: Oracles cannot cast *create water*.

Oracle Mysteries: Athasian oracles can select from the following mysteries:

Ancestor: The ancestor mystery is mostly followed in Nibenay. The Ancestral Weapon ability is barred from play. Most ancestor oracles follow the earth element.

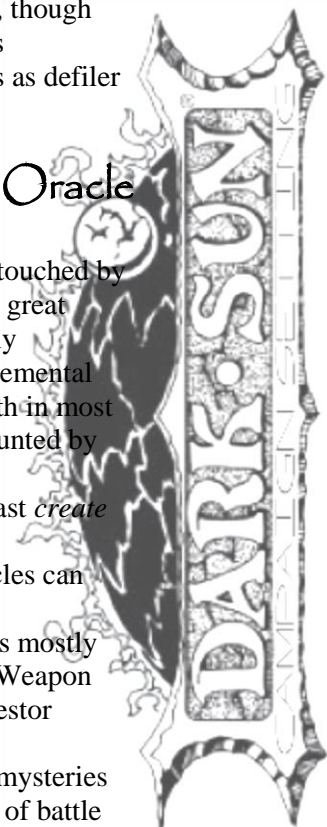
Battle: one of the most common mysteries among the rare oracles. Most oracles of battle follow the way of fire.

Flame: incredibly common mystery among oracles. Obviously oracles follow the fire element.

Life: Commonly followed by water priests, life oracles are particularly hunted by templars.

Lore: Lore oracles, often belonging to the element of earth or air, are found primarily in the city-states of Nibenay and Balic.

Nature: Those who follow the nature path can belong to any of the four elements. This path is slightly more common (and respected) in



the city-state of Gul, as well as the ringing forest.

Stone: Almost all stone oracles follow the way of earth. This path is traditionally followed by dwarves and giants in particular, and is rarely found inside the city-states.

Time: Oracles of time are incredibly rare, but they do exist.

Wind: Followed exclusively by air priests, the wind oracles are found in the wastes, particularly near the silt sea.

Wood: The mystery of wood is found in the few forests of the area, as well as the occasional scrub plain. Note that wooden weapons summoned by the *Wooden Weapon* ability do not suffer attack or damage penalties.

Oracle's Curse: All curses are available, though a Haunted character is "haunted" by elemental spirits. A character with the tongues curse speaks only the universal language of the elementals.

Archetype Options

There are several oracle options available, selected from the list below.

Dual-Cursed: This archetype exists as written.

Enlightened Philosopher: Exists as written. Oracles of this type are particularly common in Balic, and often have psionic abilities as well.

Possessed Oracle: Such characters are possessed by an elemental spirit. They are often hunted even by other divine casters, who fear the possessed character's two minds.

Seer: Probably the most common archetype among those listed here, seers are also the most tolerated in the city-states. Occasionally, seers will arise who are even visited by templars, though this is a dangerous game for the seer to play.

Psychic Warrior (In Development)

Psychic Warriors are those who have trained their body to work in sync with their mind to achieve a form of martial specialization that is a wonder to behold. While many are simply martial warriors who have learned to utilize their innate psionic talents effectively in a fight, there are other groups who have combined the perfection of body and mind into an almost ascetic pursuit.

An example of such a group are the Villichi, an order of albino human women with an ancient curse who have chosen to refine their psionic prowess in monasteries hidden in the deserts. The so-called "Brown Elves" – tribe-less elven warriors who fight to perfect the psionic rage that burns in their barren hearts – are another such group. Doubtless there are more, waiting to be found.

Brawling Path: barred for play in Dark Sun. I hates me my grappling, I hates it I does!

Archetype Options

There are no archetypes for psychic warriors beyond those described in *Psionics Unleashed*.

New Psychic Warrior Paths

Following are a few new psychic warrior paths, which can be selected from instead of those provided in *Psionics Unleashed*.

Villichi

The Villichi are human females of albino complexion who train in psionic mastery. They are weapon masters and experts at survival, and despite their bleached skin, seem immune to the effects of the blazing athasian sun.

Special: This path must be selected at first level, and the character must be a human female.

Powers: Precognition, Defensive; Synesthete.

Skills: Spellcraft, Sense Motive, Survival.

Bonus class skill: Survival.

Trance: Beginning at 3rd level, while maintaining psychic focus, you gain a +4 competence bonus on all checks and saves made to resist harmful weather effects due to the heat or the sun.

Manoeuvre: Beginning at 3rd level, as an immediate reaction, you can expend your psychic focus to re-roll any single saving throw, before you know whether or not the save succeeded. You must keep the second save result, even if it is lower.

Psionic Classes (In development)

Psionic classes exist as written in the Pathfinder SRD.

Ranger

Rangers are common in the wastes as well as the cities – in the former, they are scouts, caravan trailblazers, and wilderness explorers; in the latter, they are bounty hunters, mage killers, and mercenaries. No matter their occupation, all are self-reliant, adaptable, and able.

Favoured Enemy: use the following list of recommended favoured enemies instead of that in the PF PHB: Aberration, Animal, Construct, Dragon (Drake), Fey, Humanoid (Dwarf), Humanoid (Elf), Humanoid (Giant), Humanoid (Gith), Humanoid (Halfling), Humanoid (Human), Humanoid (Reptilian), Humanoid (Tarek), Magical Beast, Monstrous Humanoid, Ooze, Plant, Undead, Vermin. As outsiders are incredibly rare on Athas, Rangers cannot take outsider as a favoured enemy (nor would it be a wise idea).

Combat Style Feats: All of the ranger combat styles are allowed, with the exception of the natural combat style. In other words, rangers can select from the Archery, Crossbow, Mounted Combat, Two-Handed Weapon, Two-Weapon, or Weapon and Shield techniques.

Favoured Terrain: No, you can't take Favoured Terrain (Desert). Nice try. Instead,

the favoured terrains available are: Forest/Jungle, Mountains, Rocky Badlands, Sandy Wastes, Scrub Plains, Salt Flats, Silt Shoals, Stony Barrens, Underground, Urban, and Verdant Belts.

For reference, much of Athas consists of Scrub Plains and Stony Barrens.

Hunter's Bond: If you choose to take an animal companion, it may only come from the list available to half-elves, described earlier in this document.

Spells: Rangers do not get spells at 4th level. They instead gain access to a single hunter's trick from the skirmisher archetype.

Archetype Options

There are several ranger character archetypes available. You may select as many or as few as you please, modifying the "core" ranger character class. Some archetypes may have suggestions on possible backgrounds.

Note that all Dark Sun rangers have the Skirmisher archetype already selected; athasian rangers never gain access to spells.

Guide: Exists as written. Guides predominantly work for the merchant dynasties, often being called "Pathfinders". They are well paid and well-respected.

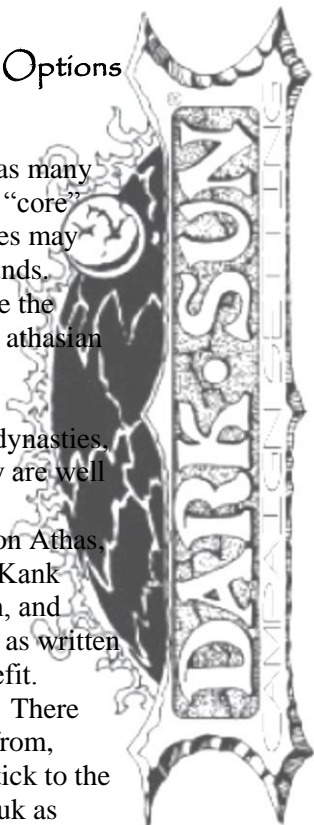
Horse Lord: Horses do not exist on Athas, though there are "Crodlu Lords" and "Kank Lords". These variants exist as written, and actually receive the animal companion as written instead of the usual hunter's bond benefit.

Urban Ranger: Exists as written. There are numerous communities to choose from, though it is recommended the player stick to the seven city-states and the town of Altaruk as choices, as they will be the focal points of the campaign.

Rogue

The city-states of Athas require one to be able to adapt to changing circumstances. To get ahead, one must show a certain amount of cunning, bravery, and daring. The rogue has these qualities in spades.

Whether they are pickpockets, forgers, smugglers, or revolutionaries, or the more



honourable occupations such as scouts and spies, rogues are common throughout the tablelands.

Rogue Talents: some rogue talents are not allowed in the Dark Sun campaign, while others have been modified slightly. Rogue talents that are not allowed are: Quick Trap smith, Trap Spotter (due to the annoyance factor for the GM).

Modified talents are detailed below.

Major/Minor Magic: A rogue can instead choose to have these “magical” powers be from the psionic source. Mechanically, they function exactly the same, the only difference being the rogue is using innate psionic ability to power them. If the rogue chooses for these powers to be arcane in nature, he can choose to use the defiling option as normal.

Archetype Options

There are several rogue character archetypes available. You may select as many or as few as you please, modifying the “core” rogue character class. Some archetypes may have suggestions on possible backgrounds.

Acrobat: Acrobats often have backgrounds as street performers or dancers. Those with a street background typically hail from Raam or Tyr; those with a dance background inevitably hail from Nibenay, and have ranks in Perform (Dance).

Burglar: While rare, burglars do exist on Athas – almost exclusively preying on noble estates.

Cutpurse: The most common form of Rogue in the city-states of Athas. They are particularly common on the destitute streets of Raam.

Investigator: Investigators usually work either as freelancers, or rarely for the templars. Usually, they work outside of the law, as the legal codes of the Tyr region are nebulous at best.

Poisoner: Assassination through poison is almost a hobby among the noble classes, and there are all manner of poisonous plants and animals in the wastes that can fuel the poisoner’s craft. The fact that being caught in the possession of poisons is punishable by death through arena combat has done little to prevent the poisoner’s trade.

Roof Runner: These characters are found only in the city-states, often working as burglars and thieves. Only in the cities of Draj and Gulg are they unheard of, simply because the buildings lack the density for a roof runner to truly pry her craft.

Scout: Commonly employed by the merchant houses, rogue scouts make considerably less than their ranger brethren, which results in much bad blood.

Sniper: Assassinations through the use of bow or crossbow are rare among the noble classes; such assassinations are reserved for wealthy freemen, guild leaders, wizards, and merchant agents who have offended the criminal class.

Sorcerer

Sorcerers are arcane casters who can choose to walk the fine line between preserving and defiling. They are spellcasters who have come across their talents naturally, due to the arcane blood that flows through their veins.

Class Skills: Sorcerers receive bluff and sleight of hand as extra class skills on their skill



list, as being able to hide their magical aptitude (and procure magical materials) is of paramount importance on the harsh world of Athas.

Preserving: Player Character Sorcerers receive Preserver as a bonus feat. They can lose access to this feat through play.

Defiling: Sorcerers can choose the defiling casting option when casting spells.

Allowed Bloodlines: The bloodlines available to sorcerers on Athas are not nearly as numerous as on other worlds. The bloodlines allowed to sorcerers (and any special circumstances that may apply) are detailed below:

- *Accursed:* While there are no hags on Athas, there are accursed sorcerers, who rarely form cabals in doomed desert outposts.
- *Aquatic:* Aquatic sorcerers, while rare, can be found in.... just kidding. These guys went extinct aeons ago.
- *Arcane:* Arcane bloodlines are common. Familiars gained through this bloodline are only those available to half-elves.
- *Boreal:* Called “night sorcerers”. This bloodline’s granted powers only work at night.
- *Deep Earth:* Sorcerers of the deep earth bloodline have earth elemental somewhere in their background. They often have a close affinity with divine casters, and can be mistaken for earth elementalists.
- *Destined:* This bloodline represents a sorcerer with innate magical ability, and isn’t really a “bloodline” as such.
- *Djinni:* Your character’s mother was struck by arcane lightning, granting your character some mastery over that element. Djinn do not exist on Athas, but lightning most certainly does.
- *Dreamspun:* Relatively common, especially among the elves.
- *Efreeti:* While genies do not exist on Athas, fire elementals do. This bloodline represents contact with some form of fire elemental creature.
- *Elemental:* Sorcerers with Elemental bloodlines often have great relationships

with clerics and druids. Rather than receiving Knowledge (Planes) as a bonus class skill, Sorcerers instead receive Knowledge (Nature).

- *Marid:* While marids do not exist on Athas, this bloodline does. It represents contact with a water elemental somewhere in the character’s past.
- *Pestilence:* This bloodline exists as written. It is particularly common in the city-state of Raam.
- *Serpentine:* Snake cults are common in some parts of Athas. I’ve seen *Conan the Barbarian* too many times to say otherwise.
- *Shadow:* Exists as written. Especially common in the city-states, as one could imagine.
- *Stormborn:* Exists as written. Dust and sandstorms are very common on Athas, after all.
- *Verdant:* Characters with this (very rare) bloodline are unable to defile. In fact, if they are within 30 feet of a defiling spell, they take 1d4 points of damage per spell level of the spell being cast (fortitude save against the spell’s normal save DC for half damage).

Archetype Options

There are no archetype options for a sorcerer character.

Warlord (New Class)

Warlords are martial leaders, excelling in commanding others in battle. They are adept at manoeuvring their allies and using the abilities of those under their command to best effect.

Hit Die: d8

Class Skills

The Warlord’s class skills (and the key abilities for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Geography) (Int), Knowledge (History) (Int), Knowledge (Nobility

and Royalty) (Int), Perception (Wis), Sense Motive (Wis), Ride (Dex), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are the class features for the Warlord.

Weapon and Armour Proficiency:

Warlords are proficient with all simple and martial weapons, as well as light, medium, and heavy armour. They are proficient in the use of light and heavy shields, but not with tower shields.

Auras: The warlord exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The warlord may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action, and remains in effect until the warlord uses a free action to dismiss the effect or uses a swift action to activate a different aura. A warlord can have an aura active constantly; it can be in effect at the start of encounters or in between encounters.

Activating an aura involves commands, orders, words of encouragement, and calming allies. A warlord's aura affects all allies within 60 feet (including himself) who can hear the warlord. An ally must have an intelligence score of at least 3 and be able to understand the warlord's language to gain the benefits of his leadership. The warlord's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Minor Aura: A minor aura lets allies add

the warlord's Charisma bonus (if any) to certain rolls.

Accurate Strike: Bonus on rolls made to confirm critical hits.

Art of War: Bonus on Combat Manoeuvre Bonus rolls.

Defensive Stance: Bonus on Combat Manoeuvre Defence.

Demand Fortitude: Bonus on fortitude saves.

Force of Will: Bonus on Will saves.

Master of Opportunity: Bonus to Armour Class against attacks of opportunity.

Master of Tactics: Bonus on damage rolls when flanking.

Motivate Charisma: Bonus on charisma-based skill checks and ability checks.

Motivate Constitution: Bonus on constitution-based skill checks and ability checks.

Motivate Dexterity: Bonus on dexterity-based skill checks and ability checks.

Motivate Intelligence: Bonus on intelligence-based skill checks and ability checks.

Motivate Strength: Bonus on strength-based skill checks and ability checks.

Motivate Wisdom: bonus on wisdom-based skill checks and ability checks.

Over the Top: Bonus on damage rolls when charging.

Protective Gear: Bonus on all item saves against weapon breakage.

Watchful Eye: Bonus on Reflex saves.

Tactical Trick: At 3rd level, and again at 5th level, the Warlord receives a tactical trick chosen from the list below. He may use each trick once per day – these abilities represent

Table X: The Warlord

Level	Base	Fort Save	Ref Save	Will Save	Special	Auras Known	
	Attack Bonus					Minor	Major
1	+1	+2	+0	+2	Minor Aura	1	0
2	+2	+3	+0	+3	Major Aura +1	1	1
3	+3	+3	+1	+3	Tactical Trick	2	1
4	+4	+4	+1	+4	Vigilance	2	1
5	+5	+4	+1	+4	Tactical Trick	3	2
6	+6/+1	+5	+2	+5	-	3	2

using his training at the appropriate moment for best effect. Many of these tricks can be used outside of the warlord's turn, and do not take actions to use. However, the warlord must be able to clearly communicate with any recipient of the trick for it to work; it follows the same rules and restrictions as the warlord's aura ability.

Daring Charge: This ability can be used during an allies' turn. By using the ability, the warlord allows his ally to charge through difficult terrain. The terrain still counts as difficult for purposes of movement; the target is just able to charge through it.

Grant Move Action: as a standard action, the warlord can grant an extra move action to any or all of his allies (not himself) within 30 feet. Each of the affected allies takes this extra action immediately. This extra action does not affect the allies' initiative count.

Shield Wall: as a standard action, the warlord can create a shield wall. He designates a line, 5 feet wide and up to 30 feet long. Any allies within this line gain a +2 bonus to armour class, as long as they are adjacent to another ally that is also within this line. The shield line remains in effect for five minutes.

Withdrawal: This ability can be used during an ally's turn. For the remainder of the ally's turn, he gains a +4 bonus to his armour class against attacks of opportunity, but cannot take attack actions during his turn.

Major Aura: Beginning at 2nd level, a Warlord projects a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls, or gain a related benefit, as described below.

Fast Response: Bonus on initiative rolls.

Hardy Soldiers: The warlord's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the bonus is +1, the warlord's allies would gain DR 1/-

Motivate Ardour: Bonus on damage rolls.

Motivate Attack: Bonus on melee attack rolls.

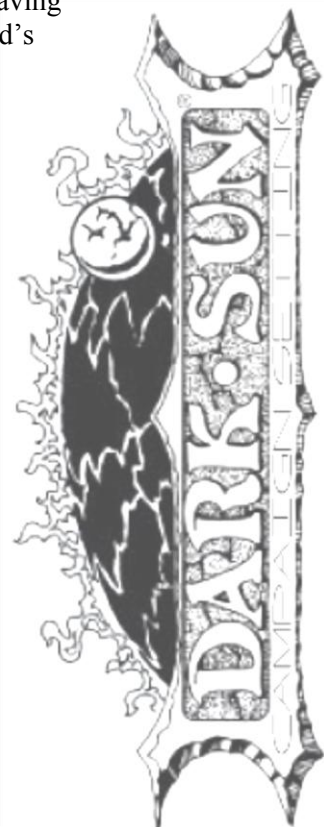
Motivate Care: Bonus to Armour Class.

Motivate Urgency: Allies' base land speed is increased by a number of feet equal to the bonus multiplied by 5. Thus, a +1 bonus would improve an allies' speed by 5 feet.

Rejuvenating Words: The warlord's allies have such an esprit des corps that they can shrug off minor injuries and continue fighting. At the start of each allies' turn, they can convert a number of reserve points equal to the warlord's aura bonus into hit points. They must be conscious to use this ability, and it has no effect if they lack reserve points.

Steady Hand: bonus on ranged attack rolls.

Vigilance: Starting at 4th level, the Warlord's aura of command is such that he soothes and calms those in his leadership. All allies that currently gain the benefits of the warlord's auras also gain a bonus to saving throws versus fear equal to the warlord's charisma modifier (if any).



Witch (Templar)

The templars are the law enforcement and military arm of the sorcerer-kings. Bound through a divine connection, these servants of the overlords tend to be cruel, selfish, and dedicated towards their own political ends. All are loyal to their lieges, for should their sorcerer king perish, the templar would lose his power.

Templars in Dark Sun use the Witch character class, with a few minor changes.

Familiar: Templars do not receive familiars. Instead, they must pick a sorcerer king, detailed below. Spells that would normally be “stored” in a witch’s familiar are instead innately known by the templar.

Divine Magic: Templar magic is divine in nature, as opposed to arcane. Templars still suffer arcane spell failure for wearing armour.

Skills: Templars add Knowledge (Local) to their list of class skills.

Charismatic: Templars base their spell acquisition and difficulty for resisting spells on their charisma stat, instead of the intelligence stat as written. Any time in the witch class description that intelligence is listed as a base stat for resistance/DC purposes, replace it with charisma instead.

Sorcerer King Bond: Pick a sorcerer king that your templar swears fealty to. Templars must telepathically commune with their sorcerer king daily (a process similar to prayer) in order to gain their spells. Each sorcerer king or queen acts as a patron, and also adds familiar-style minor bonuses, as well as a favoured weapon.

Each sorcerer king has three different “patron” options. The player must select which of these “patrons” she wishes to follow, gaining the normal bonus spells as is normal for the witch.

Favoured Weapon: Templars gain proficiency with their sorcerer-king’s favoured weapon. If they were already proficient in the weapon from the templar class or through another class, they instead gain the weapon focus feat in that weapon.

Hex: A few hexes are not allowed for the Dark Sun campaign; also, some hexes are restricted to certain sorcerer kings, as detailed below.

The Sorcerer Kings (Sidebar)

Abalech-Re (Raam): Sorcerer Queen of Raam. A hedonistic queen who fancies herself the high priestess of a (fictitious) deity, Abalech-Re is flighty, deluded, and fickle in her favours. Her templars are often accompanied by half-giant guards, and are known as “mansabdars” among the populace. *Granted Power:* +3 bonus on bluff checks. *Patron Powers:* Deception, Occult, or Portents. *Favoured Weapon:* Heavy Mace.

Andropinis (Balic): A king who takes pride in reminding his public that he was elected for life; he rarely mentions that the public had no idea just how long Andropinis would live. A cunning leader, Andropinis insists that his templars are elected by the public to act as part of the civil service, though should the public elect the wrong candidate, Andropinis has been known to intervene. *Granted Power:* +3 bonus on diplomacy checks. *Patron Power:* Light, Stars, or Vengeance. *Favoured Weapon:* Longsword.

Hamanu (Urik): The Lion King of Urik is a military genius, one who has never lost a battle. A strict disciplinarian, he rules his city with an iron fist. His templars enforce the codified “Hamanu’s Laws”, imposing harsh penalties on even the slightest infraction. *Granted Power:* +3 hit points. *Patron Power:* Endurance, Strength, or Transformation. *Favoured Weapon:* Heavy Pick.

Lalali-Puy (Gulg): The forest queen, or Oba, is the only sorcerer king/queen of the Tyr region that is loved by her people. This does mean that she is beneficial – she is still cruel and harsh – but that her love of the forest kingdom is shared by those in her rule. Her templars act much like witch doctors, and rule Gulg with fear tactics. *Granted Power:* +3 bonus on survival checks. *Patron Power:* Agility, Animals, or Spirits. *Favoured Weapon:* Spear.

Nibenay (Nibenay): The shadow-king, Nibenay is rarely seen. Always acting with long-term plans, he is a mysterious and learned sage. All of his templars are married to the king; all are female, though only a few share his bed with any degree of frequency. They are well known as spies and plotters. *Granted Power:* +2 bonus on will saves. *Patron Power:* Ancestors, Shadow, or Wisdom. *Favoured Weapon:* Quarterstaff.

Tecktucktitlay (Draj): The brooding, violent self-styled sun god of warlike Draj, Tecktucktitlay instructs his “moon priests” to lead slave-taking raids necessary to fuel the constant sacrifices made in the name of the city god – Tecktucktitlay himself. *Granted Power:* +3 bonus to intimidate checks. *Patron Power:* Insanity, Moon, or Plague. *Favoured Weapon:* Sickle.

Cackle: This hex is only allowed to templars of Abalech-Re and Tecktucktitlay. When used by followers of Tecktucktitlay, it is instead a maddening war cry.

Beast of Ill Omen: Not allowed in the Dark Sun campaign, as Templars lack familiars.

Charm: Only followers of Lalali-Puy can charm animals with this power; all other templars can only use it on humanoid targets.

Child Scent: Not allowed in the Dark Sun campaign, for flavour reasons.

Coven: Since all templars have an innate organization, this ability is not allowed in the campaign.

Feral Speech: Only followers of Lalali-Puy may take this hex.

Poison Steep: Only followers of Andropinis and Nibenay are allowed to take this hex.

Prehensile Hair: Not allowed in the Dark Sun campaign, for obvious flavour reasons.

Scar: Only followers of Abalech-Re and Hamanu may take this hex.

Swamp Hag: Not allowed in the Dark Sun campaign.

Tongues: This ability is only available for followers of Andropinis and Nibenay.

Unnerve Beasts: This ability is only available for followers of Lalali-Puy.

Ward: This ability is only allowed to followers of Tecktucktitlay, Hamanu, and Nibenay.

Archetype Options

Unlike other classes, Templars receive no archetype options.

Wizard

Wizards are arcane casters who have mastered the “dark arts” through sheer willpower alone. Some are preservers who seek (usually for pragmatic reasons) to limit their drain upon the soil of the earth – and many of these preservers belong to the underground *Veiled Alliance*. However, for every preserver, there are perhaps three defilers – selfish souls who drain from the land in pursuit of their own goals.

Arcane Bond: Wizards that choose a familiar can only choose from the list available to half-elves, as other species are not available or existent in the Dark Sun setting.

Note that a wizard’s bonded object could be identified; it would be wise to hide this object from the inquisitive eyes of the Templars.

Wizards with this arcane bond option do not need to have contact with their bonded item to cast spells, but *do* need to touch it for the bonus stored spell.

Class Skills: Wizards receive bluff and sleight of hand as extra class skills on their skill list, as being able to hide their magical aptitude (and procure magical materials) is of paramount importance on the harsh world of athas.

Preserving: Player Character Wizards receive Preserver as a bonus feat. They can lose access to this feat through play.

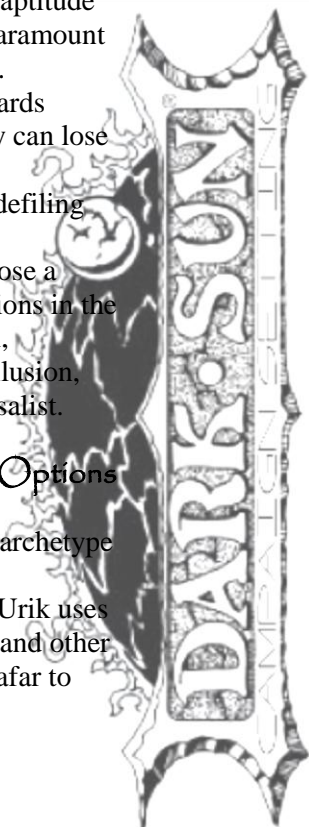
Defiling: Wizards can choose the defiling casting option when casting spells.

Arcane Schools: Wizards can choose a specialist school from among the 8 options in the core rulebook (Abjuration, Conjuraction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation or Universalist).

Archetype Options

There is only one wizard character archetype available.

Siege Mage: The sorcerer king of Urik uses a few Siege Mage defilers in his army, and other spellcasters have studied enough from afar to replicate the craft.



19/03/2012



Skills

Skills in E6 Dark Sun are, for the most part, similar to those in other versions of D&D. A few changes to existing skills have been made, and background skills have been added to the game.

Background Skills

Each PC begins with two background skills. These skills are (usually) considered as class skills.

A background skill can be anything the player can think of that relates to the character's background.

A character can take some active skills as background skills; however, these skills are not considered to be class skills, so they do not gain the +3 bonus on skill checks. Furthermore, these background "active" skills cannot be used to qualify for any feats or prestige chains (or any other option) that require a set number of ranks in the skill. Active skills that can be taken as background skills include any craft or profession skill, any perform skill, and any knowledge skill.

In addition, a character can choose to be literate in all languages he can speak at the cost of one background skill.

Occasionally, as part of a campaign's events, a character may acquire a background skill, or gain ranks in existing skills, as they are used during the game. For example, if the PCs had to perform as part of a drama troupe in the city-state of Balic, they may eventually all gain one background rank in perform (acting) as part of their experiences.

Background Skills and Level Gain

All PCs receive two background skill points each time they gain a level. These skill points can be spent on any background skill the character already has ranks in. In addition, they can be spent on additional background skills that the PC may have picked up during his travels – provided the GM agrees. For example, if during

his travels, Caeris the half-elven ranger found himself in the city-state of Raam, there is a distinct possibility he might spend some of his newly-acquired background skills on the worship of the "religion" of Badna, or perhaps has gained some knowledge on Raamese castes.

Gaining Background Skills through Play

During the game, players may gain one or more ranks in a background skill just through play. This usually requires an ability check against a DC of 15 – success granting the appropriate background skill.

Purchasing Background Skills

In addition, characters can purchase background skills by spending money and time. Characters can only purchase one rank in a background skill – additional ranks must be earned through play.

Purchasing a background skill costs 1d8 x 50

Example Background Skills

(Sidebar)

Draj Criminal Culture
Elven Markets
Elven Tribal Etiquette
Famous Battles
Gambling
Gangs of Tyr
Mythological Creatures
Nibenese Dance
Noble House Politics
Poisonous Foods and Plants
Psionic Academy Etiquette
Raiding Tribe Lore
Religions of Raam
Slave Gossip
Smuggling Routes
Templar Knowledge
Tyr Region Merchant Houses
Urikite Legal System
Veiled Alliance Networks



ceramic pieces, and takes 1d6+2 weeks of campaign time where the character does nothing but train. Obviously, this can only be done in a city.

At the end of the training time, the character must make an ability check (determined by the skill's key ability) against a DC of 10. If he fails, he does not gain a rank in the skill, and must try again, spending the time and money cost once more.

As normal, any background skill that could also be an active skill, such as craft or perform, is always considered a non-class skill.

Improving Background Skills through Play

Any time a player rolls a natural 20 when making a skill check with a background skill, the skill's rating automatically improves by 1 rank, as the character makes intuitive leaps and learns more about the skill's use. This can exceed the normal skill limit. However, players that abuse this rule, constantly "spamming" a skill, will not gain this benefit.

Skill Uses

Many of the skills in normal Pathfinder campaigns have additional uses in the Dark Sun campaign, described as follows.

Bluff

Bluff is a common skill in the streets of the various city-states, as could be expected.

Conceal Verbal Component: Arcane spellcasters can use bluff to hide the verbal spell components of spells they cast. Doing so is opposed by the targets' passive perception or sense motive, whichever is higher. Targets that are trained in spellcraft gain a +2 bonus to the relevant score.

Sleight of Hand

In addition to the normal uses, Sleight of Hand can be used to disguise the somatic components of arcane spells.

Disguise Somatic Component: As part of casting a spell, a spellcaster can use sleight of hand to disguise the somatic component of any arcane spell cast. This is opposed by the targets' passive perception or sense motive (whichever is higher). Targets that are trained in spellcraft gain a +2 bonus on the relevant skill.

Feats

Feat Types

Beyond general feats, there are several different categories of feats in the Dark Sun campaign. They are described loosely below.

Advanced Feats

Advanced feats are those that require a character to be at maximum level to take – in other words, a character must be 6th level in order to take an advanced feat, in addition to other requirements.

Background Feats

Background feats represent events in the character's background, or training that reflects a character's home region. Such feats are usually more powerful than typical feats, but as a balancing factor, must be selected at first level. Generally, a character should only have one background feat, though if you wish to have more, talk to the GM.

Combat Feats

Combat feats are, as the name suggests, primarily combat-focused feats. Fighters may take combat feats as bonus fighter feats.

Defiler Boon Feats

Defiler Boon feats are tricks a defiler has learned that can modify his spell-casting. Each boon feat has a caster level cost that is subtracted from any bonus that the character may gain from casting in a plant-rich terrain.

These feats can be acquired as bonus feats for arcane casters that can receive class-based bonus feats (for example, the Wizard). Preservers can select defiler boon feats, although they can only use them when preserving.

Prestige Feats

Prestige feats take the place of prestige classes in normal D&D. Each feat chain is preceded by a description of the "prestige class", and then a chain of feats is given. Prestige feats are usually more tightly focused than other feats, and have steeper entry requirements.

New Feats

Ability Advancement (Advanced)

Your training pays off, and one of your abilities increases.

Prerequisite: Character level 6th+, Ability Training in the same ability.

Benefit: Choose one ability score in which you have the Ability Training feat. You gain a permanent +2 bonus to that ability. This bonus does not stack with the benefit from ability training.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to another ability score.

Ability Training (Advanced)

You spend time honing one of your natural abilities.

Prerequisite: Character level 6th+

Benefit: Choose an ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). Treat that ability score as being 2 points higher whenever you make an ability check. This does not count when making a skill check or for any other use of that ability.

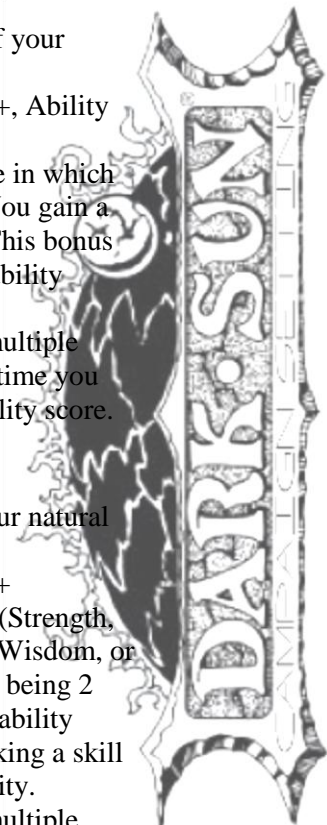
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to another ability score.

Accurate Defiling (Defiler's Boon)

You are much more accurate with spells when you feel the euphoric rush of dying life course through your veins.

Prerequisite: Caster Level 1st+

Benefit: For each point of caster level you sacrifice while defiling, you gain a +1 bonus on all attack rolls made using ranged touch attacks



while casting the spell. This bonus may not exceed +3.

Advanced Antennae (Racial)

Your antennae are much more accurate and sensitive than the typical thri-kreen's.

Prerequisite: Thri-Kreen.

Benefit: You gain the scent ability.

Special: You must select this feat at first level.

Armour Training (Advanced)

Prerequisite: Fighter level 6th+

Benefit: You gain the armour training 2 class feature, or the equivalent substitution due to an archetype you may have.

Battle Endurance

You can take a beating and keep on walking.

Prerequisite: Constitution 13+, Toughness

Benefit: You gain 10 Reserve Points. Your reserve point pool can be greater than your hit point total.

Special: A fighter may select this as one of his bonus feats.

Bloody Assault (Combat)

Sacrificing accuracy, you can inflict bloody wounds that are slow to heal.

Prerequisites: Strength 13+, Power Attack, base attack bonus +6

Benefit: you can choose to take a -5 penalty on all melee attack rolls and combat manoeuvre checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage at the start of its turn. Bleed damage can be stopped with a DC 15 heal check or through any magical healing.

Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Creatures that do not have blood are obviously immune.

Bite (Racial)

You can deliver a nasty bite.

Prerequisite: Thri-Kreen, Base Attack Bonus +1

Benefit: You gain a bite attack as a secondary attack. This bite attack has a -5 penalty to hit, and inflicts 1d6 damage + ½ the thri-kreen's strength.

Bodyguard (Combat)

Your swift strikes ward off enemies attacking nearby allies.

Prerequisite: Combat Reflexes

Benefit: When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve your ally's AC. You may not use the aid another action to improve your ally's attack roll with this attack.

Normal: Aid another is a standard action.

Bones of Bronze (Combat)

You are so adept at using bone weaponry that it becomes almost as useful as metal in your hands.

Prerequisites: Base attack bonus +3, elf.

Benefit: You gain a +1 racial bonus on attack and damage rolls when using any bone weapon that you have applied the weapon focus feat towards.

Brown Elf (Racial)

You are a psionic elf, and as such, are considered a member of all elf tribes... and of none.

Prerequisites: Must have at least one psionic power point; Elf.

Benefit: So long as you have at least one power point in reserve, you gain a +2 bonus on all charisma-based skill checks made against other elves.

In addition, so long as you have at least one power point in reserve, you gain a +2 bonus on all saving throws made against cold- or fire-based attacks.

City Born (Background)

You hail from one of the seven city-states of the Tyr region, and know the back alleys as well as you know the back of your own hand.

Benefit: Choose one of the following cities. You gain the listed benefits associated with that city. In addition, you gain a +2 background

bonus on any knowledge (local) skill check involving your home city.

Balic: You gain a +2 background bonus to diplomacy checks, and proficiency with the short sword.

Draj: You gain a +1 background bonus on all reflex saves, and proficiency in the long spear.

Gulg: You gain a +2 background bonus on all survival checks, and proficiency with the spear.

Nibenay: You gain a +1 background bonus on all will saves, and proficiency in the long sword.

Raam: You gain a +2 background bonus on all knowledge (religion) checks, and proficiency in the Morningstar.

Tyr: You gain a +2 background bonus on all bluff checks, and proficiency in the scimitar.

Urik: You gain a +1 background bonus on all fortitude saves, and proficiency with the short bow.

Special: You must select this feat at first level.

Claws (Racial)

You can make powerful claw attacks.

Prerequisites: Thri-Kreen

Benefit: Using your primary hands, you can make claw attacks. Each claw attack is a primary attack, dealing 1d4 points of damage plus your strength modifier. You can make two attacks per round, if you have both claws free.

Curative Defiling (Defiler's Boon)

You can heal yourself with spells that you cast.

Prerequisite: Caster level 3rd+

Benefit: For each point of caster level you sacrifice when defiling, you can heal yourself of 1d3 points of damage. You cannot lose more than 3 points of caster level each casting.

Damage Reduction (Advanced)

Prerequisite: Barbarian Level 6th

Benefit: You gain Damage Reduction 1 against weapon and natural attacks.

Deadly Defiling (Defiler's Boon)

Your damaging spells are incredibly deadly.

Prerequisites: Caster level 3rd+

Benefit: You may sacrifice two points of caster level when casting a spell to increase the die code of any spell that inflicts hit point damage by one die code. Thus, you could improve a 5d6 fireball to a 5d8 fireball.

Deceptive Appearance (Background, Racial)

You do not appear as a half-elf; instead, you take more after one of your two parentages.

Prerequisites: Half-Elf

Benefit: You appear to be either a full-blooded human or elf (chosen when this feat is taken). Unless under close scrutiny, you pass as a member of this race, and do not suffer the usual bigotry often accorded to your race.

Special: This feat must be selected at first level.

Defender of the Land

You share power with a spirit from your guarded land, to nurture and protect the land around you.

Prerequisites: Wild Shape class feature.

Benefit: You receive a +1 bonus to your caster level when casting spells against defilers. In addition, the damage of any spell you cast is increased by 1 per die rolled against defilers.

If the spell affects multiple targets, this bonus only applies against defilers within the area of effect.

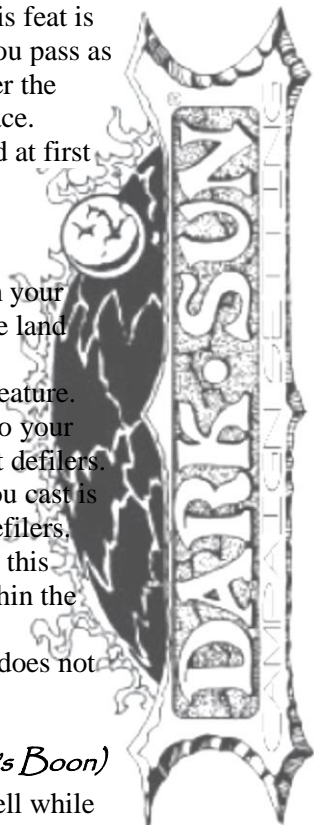
A defiler is any arcane caster who does not possess the preserver feat.

Defiling Shield (Advanced, Defiler's Boon)

You can defend yourself with a spell while casting another.

Prerequisite: Caster level 6th, Character level 6th, must know at least two other defiler's boons.

Benefit: By losing four levels of caster level when defiling, you can cast one of the following 1st level spells in addition to the spell you were normally casting: *Shield* or *Mage Armour*. This effect lasts for one minute. You do not need to know the spell to be able to cast it in this manner.



Desperation Attack

You fight at your best when your freedom is threatened.

Prerequisite: Base Attack Bonus +4

Benefit: You gain a +2 bonus on attack rolls and escape artist checks when you are being flanked.

Disrupting Shot (Advanced, Combat)

With a well-placed shot, you make it harder for a nearby opponent to cast spells.

Prerequisites: Dexterity 13+, Point Blank Shot, fighter level 6th.

Benefit: If you ready an action to shoot an opponent casting a spell within 30 feet and successfully hit that opponent with a ranged attack, the concentration DC to successfully cast the spell is increased by +4.

Dirge of Doom (Advanced)

Prerequisite: Bard Level 6th

Benefit: You gain the bardic dirge of doom ability (or the associated ability if you selected a bardic archetype).

Drain Life (Defiler's Boon)

Those caught in your defiler aura feel the very life sucked out of them.

Prerequisites: Spellcaster Level 4th+

Benefit: By expending three points of caster level on your defiling check, you can inflict damage on all living organisms within your defiling radius (excluding yourself).

Each individual within twice the radius of defiled terrain must make a fortitude save (DC 10 + spell level + your charisma or intelligence modifier + the terrain's corruption modifier) or take 1d4 points of damage per spell level being cast.

Drake's Child (Background)

You are what is known as a drake's child, an individual who shows both exceptional strength and wisdom from childhood. Such individuals are said to be granted blessings from the stars, and are fated for great things.

Prerequisites: Strength 13+, Wisdom 13+

Benefits: You get a +1 bonus to will saves and a +1 bonus to fortitude saves. You gain an additional +1 bonus to saving throws against

ability drain, ability damage, energy drain, and death effects.

Special: You must select this feat at first level.

Dual Auras (Advanced)

You can project multiple minor auras at once, as your skills at command have become truly legendary.

Prerequisite: Warlord level 6th+, must know at least five minor auras and three major auras.

Benefit: You can project two different minor auras at once.

Dwarven Armourer (Racial)

You are skilled at maintaining your armour, as well as that of your friends.

Prerequisites: trained in Craft (Armourer), dwarf.

Benefit: pick a number of specific suits of armour equal to your intelligence modifier. Provided you spend ten minutes per day working and maintaining each suit of armour, the wearer can treat that suit of armour as if it were masterwork. If the suit is already masterwork, lessen the armour check penalty by one additional point. These bonuses are lost if you are unable to spend the required ten minutes per day maintaining the suit of armour.

Eclectic (Racial)

You pick up a smattering of skills from many different places.

Prerequisite: Human.

Benefit: Choose an additional favoured class and gain either +1 hit point or +1 skill point whenever you take a level in that class. If you choose a class in which you already have levels, the benefits of this feat are retroactive.

Elf Eater (Racial)

Thri-Kreen love the taste of elves. And you love catching the pointy-eared buggers.

Prerequisite: Thri-Kreen

Benefit: You gain a +2 bonus on all survival checks made to track elves. In addition, you gain a +1 racial bonus on attack and damage rolls made against elves, and a +2 racial bonus to confirm critical hits.

Evasive (Combat, Racial)

You are hard to outmanoeuvre in a battle.

Prerequisites: Dexterity 15+, Halfling.

Benefit: You gain a +2 bonus on your combat manoeuvre defence when attacked by any creature medium-size or larger.

Expanded Casting (Advanced)

You have increased your casting strength, and can now cast more spells.

Prerequisite: Character level 6th+

Benefit: Choose a spellcasting class in which you have levels. You gain an additional spell slot of a level you can already cast. You may never have more slots in one spell level than you have in a lower spell level. Thus, you cannot have four second level spell slots unless you have at least four first level spell slots.

You may never have more than six spell slots in any one spell level.

Special: You may select this feat multiple times.

Expanded Knowledge (Advanced)

Your knowledge of magic has increased due to your explorations in the world.

Prerequisite: Character level 6th+, ability to spontaneously cast spells.

Benefit: Choose a spellcasting class in which you have levels. You gain an additional spell known at any level you can cast from that class's spell list.

Special: You may select this feat multiple times.

Extra Favoured Terrain (Advanced)

You know this place like the back of your hand.

Prerequisite: Character level 6th+, Favoured Terrain.

Benefit: You receive an additional favoured terrain, and all your other favoured terrains improve, as detailed in the ranger class entry.

Special: You may take this feat multiple times. However, you may not take it twice in a row. You may never have more than four favoured terrains.

Extra Hex (Advanced)

Prerequisite: templar level 4th+, Character level 6th+

Benefit: You gain one additional templar hex.

Extra Hunter's Trick (Advanced)

You have one additional skirmisher power.

Prerequisites: Character level 6th+, must know at least one skirmisher ranger's hunter trick.

Benefit: You gain one additional hunter's trick from the skirmisher ranger option.

Special: You may take this feat multiple times. However, you cannot take it twice in a row.

Extra Major Aura (Advanced)

You know another major aura.

Prerequisite: Warlord level 4th+, character level 6th+

Benefit: You learn one additional major aura.

Special: You may select this feat multiple times. However, you must always have at least one more minor aura than major auras; if you have an equal number of major and minor auras, you may not select this feat until you gain an additional minor aura.

Extra Minor Aura (Advanced)

You know another minor aura.

Prerequisite: Warlord level 4th+, character level 6th+

Benefit: You learn one additional minor aura.

Special: You may select this feat multiple times.

Extra Minor Magic

You have a greater reserve of lesser magic.

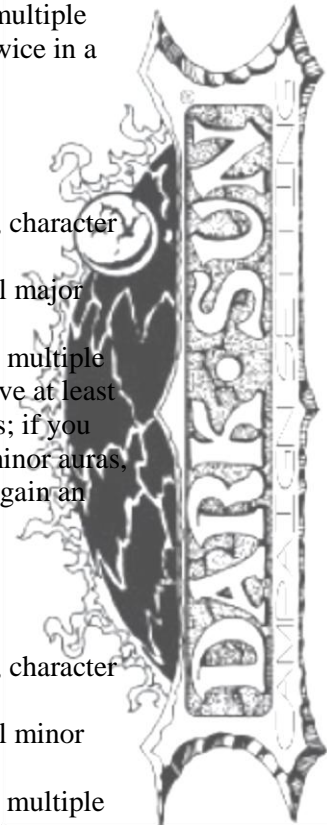
Prerequisite: Ability to cast 0th level spells.

Benefit: You can cast two additional zero level spells per day.

Extra Rage Power (Advanced)

Prerequisite: Character Level 6th+, at least two barbarian rage powers.

Benefit: You gain an additional barbarian rage power.



Special: You may take this feat multiple times.

Extra Rogue Talent (Advanced)

Prerequisite: Rogue Level 4th+, Character Level 6th.

Benefit: You gain an additional rogue talent.

Special: You may select this feat multiple times. However, you may not have more rogue talents than your character level.

Extra Tactical Trick

You know more tricks.

Prerequisite: Warlord level 4th+

Benefit: You gain an additional warlord tactical trick of your choice.

Fanatical Focus (Racial)

Even for a dwarf, you're dedicated to your focus.

Prerequisites: Wisdom 13+, dwarf, Focus racial ability.

Benefit: Whenever you roll a natural "20" on any d20 roll that benefits from your focus racial ability, you gain a +2 morale bonus on all d20 rolls you make until the end of your next turn.

Fast Performance (Advanced)

Prerequisite: Bard Level 6th

Benefit: You can make a bardic performance as a move action instead of a standard action.

Fast Study

You memorize your spells remarkably fast.

Prerequisite: Wizard level 5th+

Benefit: You can memorize all of your spells for the day in only 15 minutes, or proportionally memorize only a few in approximately 1 minute.

Normal: To fully memorize all of your spells takes 1 hour, with a minimum preparation time of 15 minutes.

Special: You can take this feat as a wizard bonus feat.

Fearless

You never blink in the face of danger.

Prerequisite: Character level 5th+

Benefit: You are immune to fear effects.

Feat of Strength (Racial)

You are strong... even for a half-giant.

Prerequisite: Strength 17+, Half-Giant.

Benefit: As a swift action, you grant yourself a +4 bonus on any one strength-based skill check or ability check that you make within the next round.

Fight On (Racial)

You can keep fighting even after you should be dead.

Prerequisites: Constitution 13+, dwarf or mul

Benefit: Once per day, you can gain a number of temporary hit points equal to your Constitution modifier. You can activate this feat as an immediate action when reduced to 0 or fewer hit points. You can use this feat to prevent yourself from dying. These temporary hit points last for 1 minute. If your hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal.

Flurry of Claws (Racial)

You can attack in a frenzy with all of your claws, slicing your opponents to ribbons.

Prerequisites: Thri-Kreen, Dexterity 13+, Claws

Benefit: As a full round action, you can make an additional claw attack. Each claw attack is at -2 to hit, but does normal damage. You can only make this attack when both of your claws are free.

Focused Shot (Combat)

Your anatomical insight adds deadliness to your shorts.

Prerequisites: Intelligence 13+, Point Blank Shot, Precise Shot.

Benefit: As a standard action, you may make an attack with a bow or crossbow and add your intelligence modifier to the damage roll. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical

hits and sneak attacks are immune to this extra damage.

Special: Starting at 2nd level, a ranger with the archery combat style may select Focused Shot as a combat style feat.

Giant Killer (Background)

You have trained in the militias of Balic, and have learned the fine art of killing the giants that invade from the Sea of Silt.

Prerequisite: Must be from the city-state of Balic. Cannot be an elf, Halfling, or thri-kreen.

Benefit: You receive a +2 bonus to confirm critical hits on attack rolls made against giants, and a +4 dodge bonus to your AC when fighting against creatures with the giant subtype.

You are proficient with the short sword, light crossbow, and glaive.

Special: You must select this feat at first level.

Half-Elven Mercenary (Combat, Racial)

No one has ever given a damn about you. Your distrust in others has taught you how to fight on your own, and how to rely only upon yourself.

Prerequisites: Base Attack Bonus +1, Half-Elf.

Benefit: Whenever you are the only character adjacent to an enemy, you gain a +1 bonus on all attack and damage rolls against that foe.

Half-Giant Toughness (Racial)

You are tough, rugged, and able to withstand great attacks on your person.

Prerequisite: Half-Giant.

Benefit: You gain 5 hit points.

Special: You may select this feat multiple times. Its effects stack.

Improved Inspire Competence (Advanced)

Prerequisite: Character level 6th+, Inspire Competence +2

Benefit: The bonus from your Inspire Competence ability increases to +3.

Improved Major Aura (Advanced)

Your major auras are more effective.

Prerequisite: Warlord level 6th+

Benefit: Your major aura bonus improves to +2.

Improved Uncanny Dodge (Advanced)

Prerequisites: Uncanny Dodge ability, Rogue level 4th+, Character Level 6th.

Benefit: You gain the improved uncanny dodge rogue class feature (or any associated benefit due to an archetype you may have selected).

Improved Unshakable Magic (Defiler Boon)

Spells you cast are extremely difficult to evade.

Prerequisite: Arcane Caster level 3rd, Unshakable Magic.

Benefit: For the cost of two caster levels on your defiling check, you can improve the save DC of the spell you cast by +1. Combined with the Unshakable Magic boon, you can thus improve the DC of a spell you cast by +2 for the cost of three caster levels.

Increased Accuracy (Advanced)

Prerequisite: Character level 6th+, Fighter level 2nd+

Benefit: Your base attack bonus increases by +1, to a maximum of +6. If it increases to +6, you gain the second attack, with your secondary attack having a bonus of +1 as usual.

Inspiring Presence

Your mere presence can inspire nearby allies.

Prerequisite: Charisma 13+

Benefit: As long as you are conscious, all allies within 30 feet of you gain a bonus on all will saves equal to your charisma modifier.

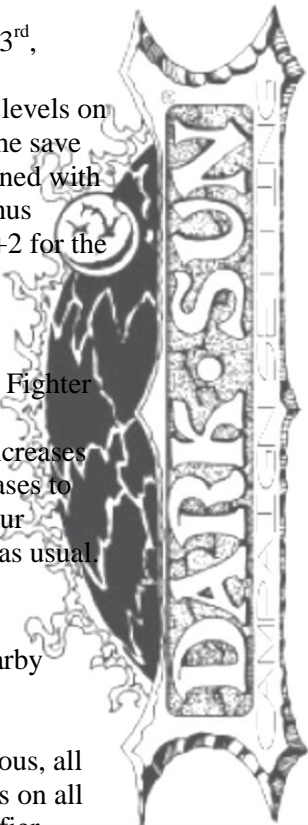
Special: A fighter may select this as one of his bonus feats.

Iron Body and Mind (Racial)

You have a serene mind and a hardy fortitude.

Prerequisites: Half-Giant

Benefit: You gain a +1 bonus to your fort and will saves.



Jungle Fighter (Background)

You excel at fighting in areas of dense underbrush, owing to your childhood spent in the crescent forest of Gulg.

Prerequisite: Must have been raised in Gulg.

Benefit: You gain a +2 dodge bonus to your armour class when fighting in forest or jungle terrain.

Special: You must select this feat at first level.

Just Another Elf (Racial)

You're no different than the rest of your kind—a cheat, a swindler, and a cutpurse. But who ever said that was a bad thing?

Prerequisites: Elf.

Benefit: You gain a +1 racial bonus on bluff, sleight of hand, and escape artist checks. In addition, those skills are class skills for you.

Lie like an Elf (Racial)

Elves have a natural talent to lie through their teeth, and still have others believe them. Even though they're known for this, they still get away with it. And you have that magical gift.

Prerequisites: trained in bluff, elf.

Benefit: You may use bluff in place of diplomacy when making skill checks. However, if you do so, any target of this skill check will have their attitude towards you drop one degree ten minutes after your interaction is over.

Lingering Destruction (Defiler's Boon)

Your defiling aura is harmful to those around you.

Prerequisite: Caster level 3rd+, must know at least one defiler's boon.

Benefit: You can sacrifice two points of caster level to have your defiler aura be one of lingering destruction. Any living creature that starts its turn in your defiled area takes 2d6 points of damage. You are immune to this effect. This effect lasts for a number of rounds equal to your modified caster level when you created this effect.

Lingering Performance

Prerequisite: Bardic performance class feature.

Benefit: The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Magical Bard (Advanced)

Prerequisite: bard level 6th+

Benefit: You gain 1 3rd level spell known from the bard spell list. In addition, you can cast 1 3rd level bard spell per day, with additional slots gained from a high charisma as per usual.

Master Acrobat (Advanced)

You excel at all sorts of aerial acrobatics.

Prerequisites: Skill Focus (Acrobatics), 6 ranks in Acrobatics, Character level 6th.

Benefits: You gain a +1 dodge bonus to your armour class, and a +1 bonus to reflex saves when you are wearing light or no armour.

In addition, you gain 1 additional rank in your Acrobatics skill, raising it to 7 ranks.

Master Appraiser (Advanced)

You can identify items at a moment's notice.

Prerequisites: Skill Focus (Appraise), 6 ranks in Appraise, Character level 6th.

Benefits: If you beat the DC of an appraise check by 10 or more, you gain knowledge of one magic property of the item (if any).

If you succeed on an appraise check, you can spend an action point to have the GM tell you the best market to sell the item in, potentially maximizing markets. In addition, if you so spend this action point, the item's value is increased (at least by 10%, maybe as much as 300%, depending on the item's value) and a minor adventure will commence.

In addition, you gain 1 additional rank in your appraise skill, raising it to 7 ranks.

Master Bluff (Advanced)

You can lie. Oh, how you can lie.

Prerequisites: Skill Focus (Bluff), 6 ranks in Bluff, Character Level 6th.

Benefits: You gain a +4 bonus on saving throws against spells such as *Detect Lie*, *Detect Thoughts*, and any form of *Scrying* effect.

You can bluff as a standard action.

In addition, you gain 1 additional rank in your Bluff skill, raising it to 7 ranks.

Master Climber (Advanced)

You are an expert at climbing.

Prerequisites: Skill Focus (Climb), 6 ranks in Climb, Character Level 6th.

Benefit: You gain a climb speed equal to your base speed minus 10.

In addition, you gain 1 additional rank in your Climb skill, raising it to 7 ranks.

Mottled Hide (Background, Racial)

Your carapace is mottled with a special camouflage, making you very difficult to spot.

Prerequisite: Thri-Kreen

Benefit: Pick from one of the following terrain types: Mountain, Rocky Badland, Sandy Wastes, Stony Barren. When in the favoured terrain type, you gain a +8 racial bonus on stealth checks made to hide, and can hide as part of a move action.

Special: You must select this feat at first level.

Nibenese Dancer (Background)

You know the art of Nibenese Dance, and have applied these graceful skills to other aspects of life.

Prerequisite: Perform (Dance) 1 rank, must have been raised in Nibenay.

Benefit: You gain a +6 bonus to Armour Class when you take a full defence option, as opposed to the normal +4.

In addition, you gain a +2 bonus on all acrobatics checks.

Nobleman (Background)

You hail from one of the minor noble families of athas.

Prerequisite: Character cannot be a mul, thri-kreen, or half-giant.

Benefit: You are a minor nobleman. While you have no control over your noble house, you

can rely upon it for minor favours. In addition, you start play with double the normal starting funds.

You automatically receive your noble house as an organization contact.

Special: You must select this feat at first level.

Nonhuman Leader (Racial)

You are a natural leader for those who do not suffer misgivings towards your mixed blood.

Prerequisites: Charisma 15+, Half-Elf

Benefit: As a standard action, you can grant all intelligent allies within 60 feet that do not have human or elven blood (such as humans, elves, or muls; half-elves are exempt for the purposes of this feat) a +2 morale bonus on all saving throws against fear and a +1 morale bonus on all will saving throws. This bonus lasts for one minute.

Obsidian Master (Combat)

You are an expert at using obsidian weapons in combat, and keep your weapons in great shape that lets them deal extraordinary damage in the first moments of combat.

Prerequisites: Base attack bonus +1, must be proficient in at least three different melee martial weapons.

Benefit: you can sharpen, realign, or otherwise prepare obsidian weapons that you carry. By taking ten minutes per weapon, you can prepare the weapon to excel in the first round of combat. You can prepare weapons only for your personal use, or for the use of others trained in this feat; you cannot prepare an obsidian weapon for a companion's use.

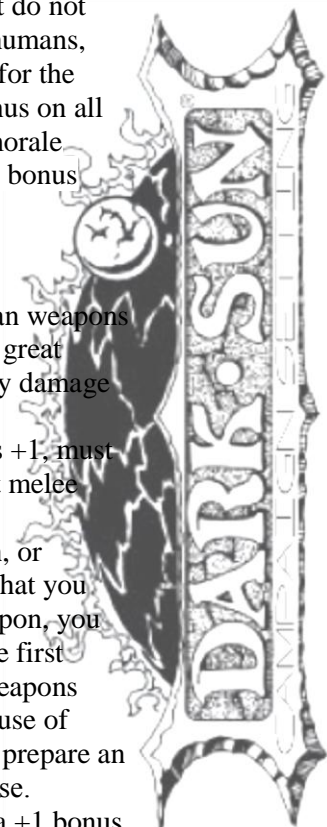
A properly prepared weapon has a +1 bonus on attack rolls and a +2 bonus on damage rolls until it strikes an opponent and causes damage – then it reverts back to normal status until once more prepared.

Painful Spell (Defiler Boon)

Your defiling spells are more damaging than usual.

Prerequisite: Caster level 1st+

Benefit: You can lose one point of caster level when defiling to increase the hit point damage of a spell by one die. Thus, a 2d4



burning hands would be increased to 3d4 damage. This benefit only applies to one damage die roll – for spell effects that deal damage over time, or that require rolls against multiple targets (such as *magic missile*), this bonus only applies to the first roll, though additional caster levels could be lost to add damage to the other effects as well.

Paralytic Venom (Racial)

Your bite is toxic, and paralyzes your prey.

Prerequisites: Character level 5th+, Bite, thri-kreen

Benefit: Your bite attack is paralytic. Those who fail a fortitude saving throw (DC 10 + your constitution modifier) are sickened for five minutes. If they fail the second fortitude save, they are instead paralyzed for 3d6 minutes.

Preserver

You are an arcane caster who knows how to cast spells without turning the plant life around you into ash.

Prerequisites: Arcane spellcaster level 1st+

Benefit: You can choose not to defile when casting arcane spells.

Special: All arcane casters initially receive this feat for free at character creation. They can lose access to it if they defile enough times during play (see “Spellcasting” in the Rules chapter). A character that loses the Preserver feat can re-purchase it normally.

Progressive Toughness (Advanced)

You have become more durable due to your long experiences with battle.

Prerequisite: character level 6th.

Benefit: Gain 4 hit points.

Special: You may select this feat multiple times. Its benefits stack. However, this feat cannot improve your hit point total higher than 60.

Prolong Weapon (Combat)

You know how to use weapons, and protect them from breaking.

Prerequisite: Base Attack Bonus +2

Benefit: Any weapon you use gains a +2 bonus on item saving throws when you roll a natural “1”.

Roll the Bones (Combat)

You have a sixth sense for when your bone weapon may break, and can take steps to avoid this from happening.

Prerequisites: Base attack bonus +1, trained in perception, Elf.

Benefit: When you roll a natural 1 when making an attack with a bone weapon, you can choose to drop the weapon as a free action instead of making an item saving throw. A dropped weapon can be picked up as a move action.

Rub Some Dirt on It

In the middle of a fight, when things look grim, you can summon up great reserves of strength and keep on fighting.

Prerequisites: Constitution 13+, Toughness, Battle Endurance.

Benefit: As a full round action, you can heal a number of hit points equal to 2d8 + your constitution modifier. These healed hit points are taken from your available reserve points.

You may heal yourself in this way only once per hour.

Silt Coaster (Background)

You grew up near the sea of silt, and have long endured the winds that madden the mind and suck the water from the lungs.

Benefit: You gain a +1 bonus on both will and fortitude saves. You gain a +4 bonus on all saving throws made to resist the “Gray Death” of silt asphyxiation. Finally, the distance that you can see in regions of silt storms, sand storms, or other forms of dust storms is increased by 50%.

Special: You must select this feat at first level.

Skilled Combatant (Advanced)

Prerequisite: Fighter Level 6th+

Benefit: You are considered to have a base attack bonus of +8 for the purpose of qualifying for feats. In addition, your fighter level is considered to be level 8 for purposes of qualifying for feats.

Slinger (Combat, Racial)

You are an exceptionally good shot with the sling.

Prerequisites: Dexterity 15+, Point Blank Shot, Weapon Focus (Sling), Halfling

Benefit: You gain a +1 bonus on all damage rolls made with the sling. In addition, you threaten critical hits on a 19-20 when using the sling.

Suck the Poison Out (Racial)

You are skilled at avoiding the worst poisons out there.

Prerequisites: Base fort save +2, Halfling

Benefit: If you start your turn under the effect of a poison with a delivery method of "Injury", you can spend a standard action to make a free saving throw against the poison effect. If you succeed, it counts as a success towards removing the poison effect. If you fail, there is no ill effect, and you can still make the normal saving throw against the poison at the end of your turn.

Thick Skin (Racial)

Armour? Who needs armour when your skin is thick as a Braxat's hide?

Prerequisites: Constitution 15+, Half-Giant

Benefit: When you do not wear any armour, you gain a +2 natural armour bonus.

Trader

You are skilled at negotiating and haggling in mercantile exchanges.

Prerequisites: Diplomacy 1 rank

Benefit: You gain a +2 bonus on all diplomacy checks made in barter and haggling situations.

Traveller (Background)

You grew up on the roads of the Tyr region, and have learned much about the peoples that call it home.

Benefit: You learn three additional languages of your choice. In addition, Knowledge (Geography) is always an available class skill for you.

Special: You must select this feat at first level.

Unshakable Magic (Defiler Boon)

Spells you cast are difficult to evade.

Prerequisite: Arcane Caster level 1st

Benefit: For the cost of one caster level on your defiling check, you can improve the save DC of the spell you cast by +1.

Well Connected

You are a well connected individual, and contacts you know are more willing to work for you.

Prerequisite: Charisma 13+

Benefit: You gain one additional individual contact.

In addition, when contacts make loyalty or connection checks, they add an additional +2 to the roll.

Weapon Destruction (Advanced)

When you break your weapon, you make sure it counts.

Prerequisite: Barbarian level 6th+

Benefit: When you roll a natural 1 on an attack roll and are using a melee weapon, you can forego making an item saving throw and instead reroll your attack roll. In any case, the weapon is broken (or destroyed, if it were already broken) upon the resolution of the second attack roll.

Wild Card (Advanced)

You are highly adaptable during a combat, adapting your techniques to suit the situation at hand.

Prerequisite: Fighter level 6th+

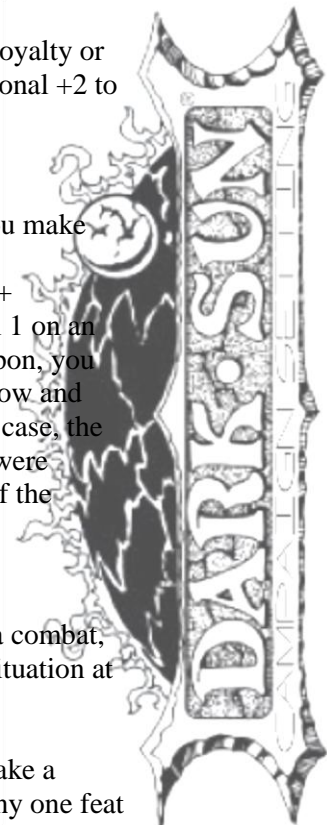
Benefit: Once per day, you can take a standard action to gain the effect of any one feat you do not currently know. You must meet the normal prerequisites for this feat. You gain the use of that feat until your next rest.

Woodland Stride (Advanced)

You are adept at moving through the wilderness without leaving any trace of your passage.

Prerequisites: Ranger level 6th.

Benefit: You receive the woodland stride ranger ability (or the *push through* ability, if you are an urban ranger).



Worthy Destruction (Combat, Racial)

You break weapons more often than normal... but does it really count when you're also breaking your foe's head?

Prerequisites: Strength 15+, Base Attack Bonus 1+, Half-Giant

Benefit: When you score a critical hit, you can choose to make an item saving throw just as if you had rolled a natural "1". Regardless of the result of this saving throw, you deal normal critical damage, plus an additional 2d6 points of damage.

Prestige Feat Chains

Following are some of the prestige feat chains available in the campaign. Keep in mind that these chains fill a similar role to prestige classes in other versions of third edition D&D, and are presented as such. However, a character is not committed to taking all of the feats should he so choose.

There is an entry cost associated with prestige feat chains, in the form of a relatively low-powered "entry feat" with high entry costs. This is to balance the benefits of feats further on down the line.

Dune Trader

"Don't trust anything with pointy ears. It will either cheat you or try to eat you."

Wagons pulled by mekillots and kanks travel along dusty roads, carrying slaves, weapons, food and other goods between the city-states and the villages of the wastes. Caravans of all sizes trek across the Tablelands and beyond, owned by powerful Merchant Houses. Trade ensures the survival of many small villages and is vital to the economy of the city-states of the sorcerer-kings.

Dune traders are agents for the merchant houses. Some even aspire to become invited family members of the ancient merchant dynasties.

Because of the requirements for entry, the dune trader can appeal to a wide range of characters. Rogues, bards, rangers, and other skill-focused characters are the most likely to enter the prestige class, but the entry requirements are well within the reach of intelligent members of any class.

Playing a Dune Trader

You are a master of commerce, amassing piles of wealth by controlling and manipulating supply and demand. Your efforts keep the Athasian economy moving, giving you great influence over the common folk. You look at

adventuring as a means to grow your business, whether as a source of new capital or as a way to remove impediments to your business.

Several dune traders begin their careers by founding, inheriting, or purchasing a business. Successful dune traders concentrate on growing their business, vanquishing commercial rivals, and maximizing profits.

Entry Feat: Dune Trader (Prestige)

You have set down the path of the dune trader.

Prerequisites:

Skills: Appraise 3 ranks, Bluff 3 ranks, Diplomacy 5 ranks, Profession (Merchant) 2 ranks.

Feat: Trader.

Special: Must be accepted into a merchant house or dynasty.

Benefit: You gain the ability to sell and purchase goods from your merchant house, and can draw upon the protections of your merchant house when you are in danger.

Fast Talk (Prestige)

You are quick to recover from mistakes or slips of the tongue.

Prerequisites: Dune Trader.

Benefit: When you fail a bluff, diplomacy, or intimidate check, you can immediately make a second check, though with a -5 penalty. If you succeed on the second check, consider the skill check a success. Otherwise, treat it as a failure as normal.

Distributive Bargaining (Prestige)

You know many merchants, and while in a city-state, you can use your array of contacts to better purchase supplies.

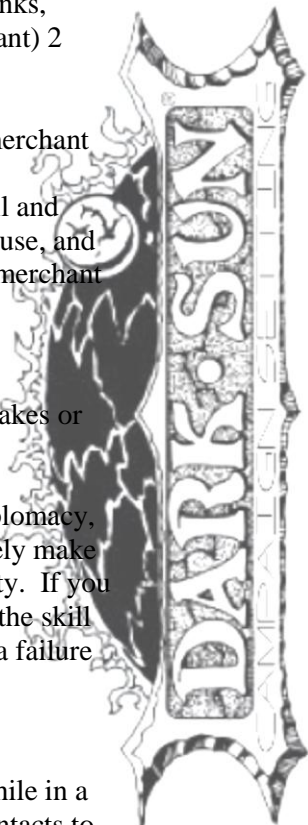
Prerequisites: Dune Trader, Fast Talk.

Benefit: When in a city-state, you can purchase legal goods and services off friendly contacts with a 10% rebate in the price.

Dazzle (Prestige)

You can charm anyone with a winning smile and a few kind words.

Prerequisites: Dune Trader, Fast Talk, Distributive Bargaining.



Benefit: You have the ability to dazzle a creature through sheer force of personality, a winning smile, and fast-talking. Each creature to be fascinated must be within 90 feet, able to see, hear and understand you, and able to pay attention to you. You must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working.

As a move action, make an opposed Bluff check. If you succeed on the check, the creature receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to your dune trader level. This is a mind-affecting, language-dependent ability.

Integrative Bargaining (Prestige)

You can always find the best deals.

Prerequisites: Dune Trader, Fast Talk, Distributive Bargaining, Dazzle.

Benefit: The benefit from your distributive bargaining feat increases to 20%.

Gladiator

“Do you hear that, boy? The crowd’s cheering for you. Learn to love that sound – for the second it stops, it means that if you are not already dead, you soon will be.”

The arena is the battlefield of the gladiator. From hand-to-hand combat in the mud pits of small forts to the grand games of the city-states, the gladiator is a warrior who fights to the sounds of people cheering his name or cursing his presence. A master of crowd control and the art of prolonged combat, gladiators are trained to fight.

They train to best wild beasts in deadly games for the amusement of the masses. They fight for glory, wealth, prestige and power. They fight to survive. Some are merely slaves, having to fight and perhaps hoping to win a chance to obtain freedom, while some fight willingly for the thrill of combat or the promise of riches and fame.

Playing a Gladiator

Gladiators are warriors who excel in the art of improvisation. To be at your best as a gladiator, always keep your eye open for the best weapon to use in a situation.

As a gladiator, you are a master in all weapons – try to focus on feats that let you apply this expertise regardless of the weapon in your hands.

Entry Feat: Gladiator (Prestige)

You have set down the path of the gladiator.

Prerequisites:

Skills: Intimidate 5 ranks, Perform (Gladiatorial) 3 ranks.

Feats: Exotic Weapon Proficiency (any two), Weapon Focus (any), Improved Unarmed Strike.

Base Attack Bonus +3

Benefit: You do not suffer any penalty when using improvised weapons.

Stare Down (Prestige)

You have a killer’s glare, and can strike fear into the heart of any warrior.

Prerequisites: Gladiator, Intimidate 5 ranks.

Benefit: On the first round of any combat, you can choose to stare down a single humanoid opponent as a standard action. Make an intimidate check opposed by your target’s will save. If you succeed, the target suffers a -2 more penalty to his armour class against any attack you make against him, and suffers a -2 morale penalty on any melee attack roll he makes against you. This is a fear effect that lasts for 10 minutes.

Versatile Focus (Prestige)

You know how to apply your specialization in one weapon to the use of another.

Prerequisites: Gladiator, Stare Down, Weapon Focus (any).

Benefit: You can apply the benefits of any weapon focus feat you know to any other melee weapon that inflicts the same damage type. Thus, if you had focus in the heavy mace (a bludgeoning weapon), you could apply that

focus to any other bludgeoning weapon you are proficient in.

Cover Up (Prestige)

You know how to make do with less, when it comes to using armour.

Prerequisites: Gladiator, Stare Down, Versatile Focus.

Benefit: You can treat an un-armoured area of your body as if it were armoured similarly to an adjacent space. You can only do this for one body location at a time. For example, if you were wearing studded leather on your right arm, but your torso was un-armoured, you could treat your torso (as well as your right arm) as if it were wearing studded leather armour.

This only provides the benefits (i.e., a bonus to Armour Class) of the armour type, with none of the drawbacks (weight, armour check penalties, arcane failure chance, etc).

Master of Weapons (Prestige)

You can use anything as a weapon.
Anything.

Prerequisites: Gladiator, Stare Down, Versatile Focus, Cover Up.

Benefit: You are proficient in all weapons, including exotic weapons.

Wanderer

"If the wastes should take me, let the silt be my shroud. Better to die in the wilds than to live under the sorcerer kings."

Wanderers are men and women who prefer the wilds of the wastelands, as opposed to the tight alleyways and twisting streets of the claustrophobic city-states. Wanderers see the beauty in the land, and always seek to see what lies beyond the next dune.

Playing a Wanderer

Wanderers are explorers and loners. When you are in the wastes, use your character's natural mastery over terrain to best advantage in preparing ambushes or finding tactical advantage. In role-playing situations, focus your character around his unease with the trappings of

so-called "civilization" and have him feel most at home in the wilds, as a caravan guard, scout, or explorer.

Entry Feat: Wanderer (Prestige)

You have set down the path of the wanderer.

Prerequisites:

Skills: Knowledge (Geography) 6 ranks, Survival 3 ranks.

Feats: Endurance

Benefit: you gain one favoured terrain, just like the ranger ability. In addition, any other favoured terrains you have improve, just as if you were a ranger adding an additional favoured terrain.

Terrain Mastery (Prestige)

You are an expert in a terrain of your choice.

Prerequisites: Wanderer.

Benefit: Select one terrain that you have favoured. You gain mastery over this terrain. While within this terrain you may, as a move action, grant a +2 bonus on all climb, stealth, perception and survival checks made by all allies within 30 feet of you who can see and hear you. This bonus lasts for a number of rounds equal to your wisdom modifier (minimum 1).

Mastery of each terrain has an additional benefit, as detailed below:

Forest/Jungle: you gain a +4 competence bonus on stealth checks.

Mountains: You gain a +4 competence bonus on climb checks and do not lose your dexterity modifier to AC while climbing.

Rocky Badlands: You gain a +4 competence bonus on perception checks.

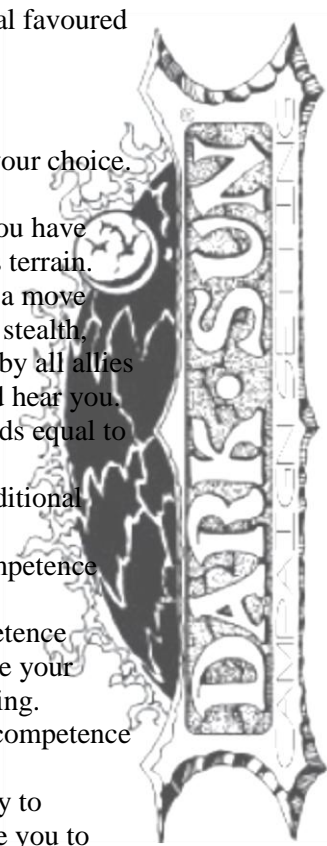
Sandy Wastes: you gain immunity to exhaustion; anything that would cause you to become exhausted makes you fatigued instead.

Scrub Plains: Your movement is not reduced by wearing medium armour or while carrying a medium load.

Salt Flats: You gain blind fight as a bonus feat.

Silt Shoals: You gain a +4 competence bonus on all checks made to hold your breath or on saving throws against silt inhalation.

Stony Barrens: Whenever you benefit from cover, you gain an additional +2 cover bonus to your Armour Class.



Underground: You gain low-light vision. If you already have low-light vision, you instead gain 60' Darkvision. If you already have darkvision, the range of your darkvision extends by 30 ft.

Urban: You gain a +4 competence bonus to Diplomacy checks.

Verdant Belt: You gain a +4 competence bonus to Handle Animal checks.

Special: You may take this feat multiple times. You cannot have more terrain mastery abilities than you have favoured terrains. You may select this feat up to three times.

Extra Favoured Terrain (Prestige)

You have an additional favoured terrain.

Prerequisites: Wanderer, Terrain Mastery

Benefit: You gain an additional favoured terrain. In addition, the bonuses to your other favoured terrains improve, as per the ranger ability.

Special: You may select this feat multiple times.

Terrain Dominance (Prestige)

You have achieved total dominance over one terrain.

Prerequisites: Wanderer, two terrain mastery feats, three favoured terrains.

Benefit: You gain total dominance over one of the terrains you have mastered. When dealing with creatures native to that terrain, use your favoured terrain bonus on all attack and damage rolls against that creature. This bonus overlaps (does not stack with) any favoured enemy bonus you may have.

Each terrain dominance grants an additional ability, as detailed below:

Forest/Jungle: you gain *Charm Monster* as a spell-like ability a number of times per day equal to 1 + your wisdom modifier (minimum 1). The caster level is equal to your character level. This charm only affects animals, magical beasts, and creatures found primarily in the jungle or forest. It is considered a psionic effect.

Mountains: You gain damage reduction 2/magic

Rocky Badlands: You gain improved initiative as a bonus feat.

Sandy Wastes: you gain fire resistance 10 and immunity to fatigue.

Scrub Plains: Your base speed increases by +10.

Salt Flats: You need consume only half the normal amount of water per day to remain hydrated.

Silt Shoals: You are immune to the gray death. In addition, you do not sink while in silt, though you are still immobile.

Stony Barrens: You gain tremorsense with a 30 foot range.

Underground: You gain darkvision with a range of 60 feet. If you already have darkvision, its range extends by 60 feet.

Urban: you gain *Charm Person* as a spell-like ability a number of times per day equal to 1 + your wisdom modifier (minimum 1). The caster level is equal to your character level. It is considered a psionic effect.

Verdant Belt: You gain Mounted Combat as a bonus feat. In addition, any animal that you are riding is immune to fear effects.

Equipment

Units of Economy

Gold is rare on Athas, and so people have turned to using ceramic coins for transaction purposes. The primary means of transaction are the ceramic piece (CP) and so-called "bit" (Bit). The Ceramic piece is the main unit of currency, and is equal to the gold piece in standard D&D. The bit, named so because originally it was a shard of a broken ceramic piece that still had value, is a coin worth 1/10th of a ceramic piece.

Older coins are still in circulation, although they are rare. A silver piece is worth 10 ceramic pieces, while the very rare gold piece is worth 100 ceramic pieces.

However, money is often only used by merchants; most transactions on Athas are done using the barter system (see below).

Starting Funds

Player characters begin play with 300 ceramic pieces to spend on starting equipment.

Trade and Barter

While every city-state mints its own coins, there is still a lack of currency, especially in the smaller client villages in the desert. Because of this, people often rely on barter to exchange items of value.

Bartering is simple – each side presents the items they wish to trade, and sums up the relative value of each item. The GM might make modifications to an item's value relative to the current value of the item in a trade – it is very difficult to sell water near a well where water is free, for example, but water is worth more than gold to a man dying of dehydration.

Once the value of each side of the negotiation has been determined, each side makes opposed diplomacy checks (only one person per side can make the check, and this

check cannot be aided by outside sources – barter is a one on one situation).

Each time a side wins the diplomacy check; they can either raise their asking price by 10%, or lower the other side's asking price by 10%. At the end of each round of barter, either side can choose to stop negotiating and use that price. After three rounds of barter, negotiations automatically cease, and the price is settled and goods are exchanged.

Example: Kaeris, the half-elven ranger, is trying to trade an old bone short sword for a pack kank and some obsidian arrows. The short sword is worth 100 ceramic pieces. The pack kank is worth 50 ceramic pieces, and each obsidian arrow is worth around twelve bits.

On the first round of negotiation, Kaeris' diplomacy check result is a 12, while the vendor rolls an 18 – the vendor chooses to reduce Kaeris' asking price by 10%.

On the second round, the vendor again wins the check, reducing Kaeris' price by a further 10%. Kaeris sees which way the wind is blowing, and decides to cut his losses and agrees to sell his sword for only 80% of its value (or 80 ceramic pieces).

Kaeris walks away with a pack kank and a little less than thirty obsidian arrows, as well as a resolve to work on his negotiating skills.

Weapon Materials

Most weapons and armour are made using non-metal materials, due to the shortage of metal in the world. While these materials are more readily available, they are less useful for creating quality weapons.

Because of this, weapons made from non-metal materials are more prone to breakage and are less useful in combat. This is detailed on the chart below.

Material: The material the weapon is made of.

Cost: A percentage of the weapon's cost, as described in the Core Rulebook. Thus, if the weapon cost 10 GP in the core rulebook, a bone version of it would cost 1 GP in Dark Sun – or 100 ceramic pieces.



Attack: This is the item's penalty to all attack rolls made.

Damage: A penalty to damage rolls.

Save: This is the bonus the item gets to saving throws against weapon breakage. If an item is enchanted, it gains a bonus to the saving throw equal to its equivalent enchantment bonus.

Weapon Materials Table

Material	Cost	Attack	Damage	Save
Bone	10%	-1	-1	+4
Bronze	75%	-1	+0	+8
Crystal	*	+0	+0	+5
Metal	100%	+0	+0	+10
Obsidian	25%	+0	-1	+2
Stone	50%	-2	+0	+6
Wood	5%	-2	-2	+0

Bone: A cheap, lightweight material (bone weapons weigh only one quarter of their metal weapon's equivalent) that is commonly used, particularly in the wilderness. While accurate, it is prone to breakage.

Bronze: Bronze and Copper weapons are rare, though slightly more common than traditional "metal" (re: iron) weapons.

Crystal: made exclusively by the thri-kreen, Crystal Weapons are very fine, though they do not last long without the constant maintenance of their thri-kreen wielders.

Metal: Metal weapons are rare, and are typically relics of a bygone age. Few today know the secrets of blacksmithing.

Obsidian: Accurate and deadly, though very prone to breakage, obsidian weapons are particularly common in Urik (where obsidian is mined) and Draj.

Stone: While painfully inaccurate, stone weapons are capable of great damage, and are the most durable of the non-metallic weapon materials. However, they weigh twice as much. Stone slashing weapons are rare.

Wood: Used only by the poorest of the poor, wooden weapons are inaccurate and inefficient in a fight.

New Weapons

There are dozens of new weapon types available in the Dark Sun campaign. They are detailed in the following section, and further detailed in a table elsewhere in this chapter.

Note that all game statistics given consider the weapon to be metal for purposes of statistics; however, most of these new weapons are actually made of other materials, and suffer the usual modifiers due to inferior weapon materials.

Alak: An Alak consists of an eighteen inch long shaft, usually made of bone or lightweight wood, with four serrated spikes coming out of the shaft at a perpendicular angle, much like a grappling hook.

Alak (one-handed martial piercing melee weapon). *Cost:* 9 gp; *Damage:* 1d4 small/1d6 medium; *Critical:* 20/x3; *Range Increment:* -; *Weight:* 6 lbs. *Special:* Disarm.

Alhulak: The Alhulak consists of an Alak tied to a 5 foot long leather cord that wraps around your wrist. It can be used as a reach weapon, but can also be used to attack adjacent foes.

Alhulak (one-handed exotic piercing melee weapon). *Cost:* 40 gp. *Damage:* 1d4 small/1d6 medium; *Critical:* 20/x3; *Range Increment:* -; *Weight:* 9 lbs. *Special:* Disarm, reach.

Bard's Friend: The bard's friend consists of a wooden bar, a bone crossbar that protects the knuckles, and several blades (usually made of obsidian) jutting from the crossbar. The blades are often coated with poisons – the bard's friend may hold up to three doses of poison, although only one dose may be administered per attack.

Bard's Friend (light exotic piercing/slashing melee weapon). *Cost:* 20 gp; *Damage:* 1d3 small/1d4 medium; *Critical:* 18-20/x2; *Range Increment:* -; *Weight:* 1 lb. *Special:* None.

Cahulak: A cahulak consists of two alaks (see above) joined by a 5-foot rope. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light offhand weapon. A creature using a double weapon in one hand, such as a half-giant using a set of

cahulaks can't use it as a double weapon. When using a cahulak, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent). Because the cahulak can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the cahulak to avoid being tripped. If you strike at an opponent 10 ft. away, you cannot use the cahulak as a double weapon unless you possess natural reach.

Cahulaks (two-handed melee exotic piercing melee weapon). *Cost:* 100 gp; *Damage:* 1d4/1d4 small/1d6/1d6 medium; *Critical:* 20/x3; *Range Increment:* -; *Weight:* 12 lbs. *Special:* Disarm, Trip.

Chatkcha: The chatkcha returns to a proficient thrower on a missed attack roll. Catching the chatkcha is part of the attack and does not count as a separate attack.

Chatkcha (ranged slashing/piercing weapon). *Cost:* 20 gp; *Damage:* 1d4 small/1d6 medium; *Critical:* 20/x2; *Range Increment:* 20 ft.; *Weight:* 3 lbs. *Special:* Special.

Datchi Club: A datchi club has reach. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. This weapon, generally found in the arenas, is made by affixing a 4-5 foot length of dried insect hive or roots to a three-foot long shaft. Teeth, claws, or obsidian shards are embedded into the head of the weapon.

Dragon's Paw: the dragon's paw consists of a five or six-foot long pole, with a blade on either end. A basket guards your hands from attack, granting a +2 bonus on all attempts to defend against being disarmed. A dragon's paw is a double weapon. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon. A creature using a double weapon in one hand, such as a half-giant using a dragon's paw can't use it as a double weapon.

Dragon's Paw (exotic melee piercing double weapon). *Cost:* 80 gp; *Damage:* 1d4/1d4 small/1d6/1d6 medium; *Critical:* 19-20/x2; *Range Increment:* -; *Weight:* 9 lbs. *Special:* -.

Gouge: Worn in an over-the-shoulder harness, the gouge is commonly found in the Nibenese infantry. A wide blade of bone, obsidian or chitin is mounted to a three-foot long shaft of wood. Your opponent cannot use a disarm action to disarm you of a gouge while you are wearing the harness. Donning the harness is a full-round action. Removing it is a move action.

Gouge (martial melee piercing two-handed weapon). *Cost:* 30 gp; *Damage:* 1d8 small/1d10 medium; *Critical:* 20/x3; *Range Increment:* -; *Weight:* 12 lbs. *Special:* -.

Gythka: A gythka is a double weapon, commonly used among the thri-kreen. Consisting of a double-sided spear, it is only rarely used by non-kreen beings. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon. A creature using a double weapon in one hand, such as a half-giant using a gythka can't use it as a double weapon.

Gythka (exotic melee slashing double weapon). *Cost:* 60 gp; *Damage:* 1d6/1d6 small/1d8/1d8 medium; *Critical:* 20/x2; *Range Increment:* -; *Weight:* 25 lbs. *Special:* -.

Handfork: The handfork, most popular among tareks, is a slicing weapon with a handle-grip and obsidian blades that join above the knuckles in an "M" shape.

Handfork (martial melee slashing light weapon). *Cost:* 10 gp; *Damage:* 1d3 small/1d4 medium; *Critical:* 20/x3; *Range Increment:* -; *Weight:* 2 lbs. *Special:* -.

Impaler: Like many Athasian weapons, the impaler was developed for the arenas. Two blades are mounted parallel to the end of a four-foot long shaft, forming a bladed 'T'. The impaler is swung horizontally or vertically with great force.

Impaler (martial melee piercing one-handed weapon). *Cost:* 8 gp; *Damage:* 1d4 small/1d6 medium; *Critical:* 20/x4; *Range Increment:* -; *Weight:* 2 lbs. *Special:* -.

Lotulis: Two barbed, crescent shaped blades adorn either end of the lotulis, a double weapon once popular in the arena of Tyr. You may fight as if fighting with two weapons, but if you do,



you incur all the normal attack you incur all the normal attack penalties associated with fighting with a light off-hand weapon. A creature using a double weapon in one hand, such as a half-giant using a lotulis can't use it as a double weapon.

Lotulis (exotic melee slashing light weapon). *Cost*: 110 gp; *Damage*: 1d6/1d6 small/1d8/1d8 medium; *Critical*: 19-20/x2; *Range Increment*: -; *Weight*: 9 lbs. *Special*: -.

Macahuitl: A macahuitl is a sword painstakingly crafted using a core of solid wood, with small, sharp shards of obsidian embedded into the wood to form an edge on two opposite sides of the weapon. These weapons are swung like the scimitar, though macahuitls tend to require more maintenance. The macahuitl is especially popular among the Draji, who seem to be the only ones who can easily pronounce this weapon's Draji name ("ma-ka-wheet-luh"). Non-Draji simply refer to it as the "obsidian sword" or the "Draji sword."

Macahuitl (martial melee slashing one-handed weapon). *Cost*: 35 gp; *Damage*: 1d6 small/1d8 medium; *Critical*: 19-20/x2; *Range Increment*: -; *Weight*: 2 lbs. *Special*: -.

Maul: A maul is effectively a very large sledgehammer that crushes opponents to death. This weapon is commonly used by dwarves, muls, half-giants and other creatures that value great strength.

Maul (martial melee bludgeoning two-handed weapon). *Cost*: 25 gp; *Damage*: 1d10 small/1d12 medium; *Critical*: 20/x2; *Range Increment*: -; *Weight*: 10 lbs. *Special*: -.

Trikal: Three blades project radially from the business end of a six-foot long haft. A series of sharp serrated edges line the shaft below the foot-long blades, while the far end of the weapon is weighted, in order to balance the weapon. However, the trikal is still difficult to use, with wielders suffering an additional -1 penalty on all attack rolls. The advantage to using a Trikal is that there are three axeheads, and each "broken" result from a weapon breakage will only break one axehead; thus, the weapon can last much longer in the field.

Trikal (martial melee slashing one-handed weapon). *Cost*: 30 gp; *Damage*: 1d6 small/1d8

medium; *Critical*: 20/x3; *Range Increment*: -; *Weight*: 12 lbs. *Special*: -.

Tortoise Blade: The tortoise blade consists of a foot-long dagger mounted to the center of a shell. The tortoise blade is strapped over the wearer's hand, preventing them from holding anything but the tortoise blade.

The tortoise blade also functions as a buckler, granting a +1 armor bonus, inflicting a -1 armor check penalty and incurring a 5% arcane spell failure chance. A masterwork tortoise blade either functions as a masterwork shield or a masterwork weapon (or both, for twice the normal masterwork cost).

Tortoise Blade (martial melee slashing/piercing light weapon). *Cost*: 50 gp; *Damage*: 1d3 small/1d4 medium; *Critical*: 20/x2; *Range Increment*: -; *Weight*: 3 lbs. *Special*: -.

Armour

Armour is done in a piecemeal fashion, which behaves according to the following rules.

Location: A PC can have only one piece of armour in any one body location. PCs have five body locations: Right Arm, Left Arm, Torso, Left Leg, and Right Leg. Characters can choose whether or not to wear a helmet, though this only comes into play rarely.

Fractions: Each piece of armour grants a bonus. Always round bonuses to the nearest whole number; any result of 0.5 or lower is rounded to zero, while any result of 0.6 or higher is rounded to one. Penalties are always rounded up.

Armour Size: You may wear armour from a creature of the same race of you easily, provided the creature is within four inches of your height and within 20% of your body weight. Torso slot items will only fit provided you are a match in gender. Otherwise, the armour is a *misfit*. A misfit also occurs if you try to wear armour designed for a different race.

Misfitted armour doubles any arcane failure and skill check penalties for that location.

Add up Modifiers: Add up all the modifiers for each piece of armour to get the final result for your character.

Selling Armour: It is difficult to sell armour in a piecemeal fashion on the market; templars (usually rightly) assume that such sales are due to shady activity, while the few armoursmiths still around resent such sales. Likewise, it is difficult to buy individual pieces of armour separately, though they can occasionally be commissioned if a character is willing to wait a few weeks.

Armour Type: You cannot wear a type of armour if you are not proficient in it. This applies even if you're "just" wearing one body location of an armour type you are non-proficient in. If you are wearing multiple types of armour, you are considered to be wearing whatever armour is on your torso, unless three other body locations are of a heavier type.

Thus, a character wearing all leather but a plate mail breastplate is considered to be wearing heavy armour. A character wearing a leather breastplate but two legs of chain mail and a sleeve of plate mail is considered to be wearing medium armour.

Materials: Most armours are made of chitin, bone, leather, or other materials instead of metal. The few metal armours out there are rare, and relics of an ancient age; and rarely worn, as they are stifling and hot. Characters wearing metal armour must drink twice as much water as normal, and suffer a -2 penalty on all saves against weather and environmental effects while wearing the armour.

Armour Types

The various armour types, and the game rule information required, is detailed as follows.

QUICK SUMMARY: Essentially, each arm location is 10% of the total, the breastplate is 50% of the total, while each leg is 15% of the total. The leather armour description below sums it up quite nicely; other write ups will be added later.

Leather (Light)

Usually made from Carru, Crodlu, or even Erdlu hide. Leather armour is the commonest form of armour on Athas.

Arm: *Armour Bonus:* +0.2; *Maximum Dexterity:* +0.6; *Armour Check Penalty:* -0; *Arcane Spell Failure:* +1.0%; *Weight:* 1.5 lbs

Breast: *Armour Bonus:* +1.0; *Maximum Dexterity:* +3.0; *Armour Check Penalty:* -0.0; *Arcane Spell Failure:* +5.0%; *Weight:* 7.5 lbs

Legs: *Armour Bonus:* +0.3; *Maximum Dexterity:* +0.9; *Armour Check Penalty:* -0.0; *Arcane Spell Failure:* +1.5%; *Weight:* 2.25 lbs

Studded Leather (Light)

Usually made from Carru, Crodlu, or even Erdlu hide, and then adorned with small studs made of hardened agafari wood or mekillot bone.

Arm: *Armour Bonus:* +0.3; *Maximum Dexterity:* +0.5; *Armour Check Penalty:* -0.1; *Arcane Spell Failure:* +1.5%; *Weight:* 2.0 lbs

Breast: *Armour Bonus:* +1.5; *Maximum Dexterity:* +2.5; *Armour Check Penalty:* -0.5; *Arcane Spell Failure:* +7.5%; *Weight:* 10.0 lbs

Legs: *Armour Bonus:* +0.45; *Maximum Dexterity:* +0.75; *Armour Check Penalty:* -0.15; *Arcane Spell Failure:* +2.25%; *Weight:* 3.0 lbs

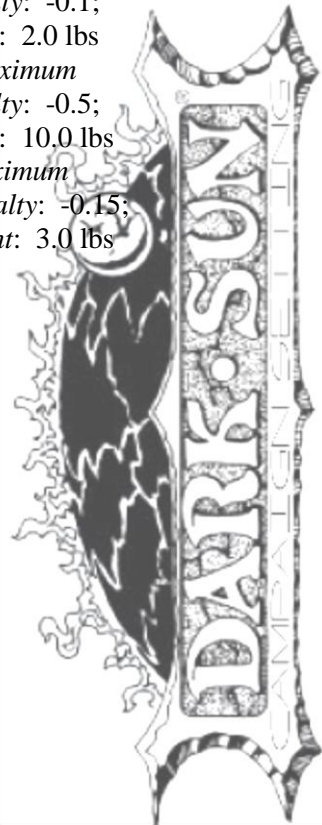


Table XX-Armour Types

Armour	AC Mod.	Max Dex.	Check Pen.	Spell Failure	Weight
--------	---------	----------	------------	---------------	--------

---Light Armours---

Padded	+1	+8	+0	5%	10 lbs
Arm	+0.10	+0.80	+0	+0.50%	1 lb
Leg	+0.15	+1.60	+0	+0.75%	1.5 lbs
Torso	+0.50	+4.00	+0	+2.50%	5 lbs

Leather	+2	+6	+0	10%	15 lbs
Arm	+0.20	+0.60	+0	+1.00%	1.5 lbs
Legs	+0.30	+1.20	+0	+1.50%	2.25 lbs
Torso	+1.00	+3.00	+0	+5.00%	7.5 lbs

Studded Leather	+3	+5	-1	15%	20 lbs
Arm	+0.30	+0.50	-0.10	+1.50%	2.0 lbs
Leg	+0.45	+0.75	-0.15	+2.25%	3.0 lbs
Torso	+1.50	+2.50	-0.50	+7.50%	10.0 lbs

Light Chitin	+4	+4	-2	20%	25 lbs
Arm	+0.40	+0.40	-0.20	+2.00%	2.5 lbs
Leg	+0.60	+0.60	-0.30	+3.00%	3.75 lbs
Torso	+2.00	+2.00	-1.00	+10.0%	12.5 lbs

---Medium Armours---

Carru Hide	+4	+4	-3	20%	25 lbs
Arm	+0.40	+0.40	-0.30	+2.00%	2.5 lbs
Leg	+0.60	+0.60	-0.45	+3.00%	3.75 lbs
Torso	+2.00	+2.00	-1.50	+10.0%	12.5 lbs

Chitin Scale	+5	+3	-4	25%	30 lbs
Arm					
Leg					
Torso					

Bone Mail	+6	+2	-5	30%	40 lbs
Arm					
Leg					
Torso					

Inix Plate	+6	+3	-4	25%	30 lbs
Arm					
Leg					
Torso					

---Heavy Armours---

Splint Mail	+7	+0	-7	40%	45 lbs
Arm					
Leg					
Torso					

Banded Mail	+7	+1	-6	35%	35 lbs
Arm					
Leg					
Torso					

Plate	+8	+0	-7	40%	50 lbs
Arm					
Leg					
Torso					

Full Plate	+9	+1	-6	35%	50 lbs
Arm					
Leg					
Torso					

Equipment Lists

Masterwork Equipment

Masterwork equipment – that is, well-crafted but mundane items – are available in the athasian markets. Generally, such equipment is expensive, and must be custom-built.

In any case, masterwork items last longer, are more durable, and usually perform better as well. However, this comes at a cost – when repairing an item of the broken condition, you must consider the cost of the masterwork status in addition to the item's status for purposes of repair.

Masterwork items are rarely available openly on the market – they must be commissioned by an appropriate builder, and the creation of the item takes time. Often, it can take upwards of a month for a masterwork weapon to be crafted; masterwork armours can take even longer.

Masterwork Armour

Masterwork Armour costs at least an additional 150 ceramic pieces to be created, though heavy armour usually costs an additional 200 ceramic pieces. Metal masterwork armour costs an additional 1,000 ceramic pieces to create, in addition to normal masterwork costs (in other words, 1,150 to 1,200 ceramic pieces, not to mention service costs related to finding a rare metalsmith).

Masterwork armour has 1 less point of armour check penalty, and gains a +2 bonus on all item saving throws.

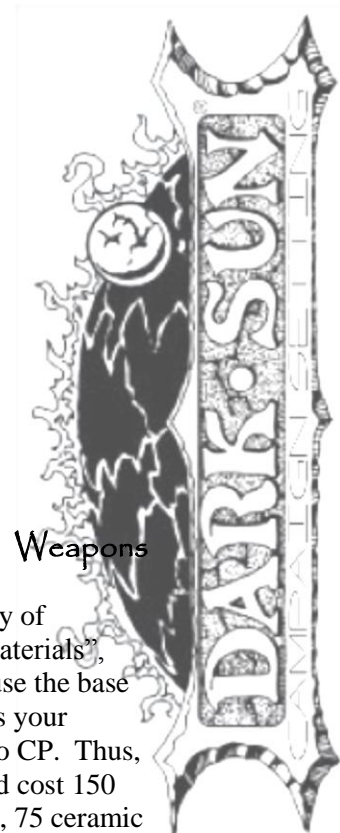
Masterwork Weapons

Masterwork weapons cost at least an additional 300 ceramic pieces to cost, or an additional 1,000 ceramic pieces for metal items (provided the customer can find a craftsman skilled in working metal; rare in athas!).

Masterwork weapons grant a +1 enhancement bonus on attack rolls, and a +2 enhancement bonus on item saving throws.

Armours

Armour	Cost
<i>Light Armours</i>	
Padded	25 cp
Leather	50 cp
Studded Leather	125 cp
Chitin Shirt	500 cp
<i>Medium Armours</i>	
Hide	75 cp
Chitin Scale	250 cp
Bone Mail	750 cp
Inix Plate	1,000 cp
<i>Heavy Armours</i>	
Splint Mail	1,000 cp
Banded Mail	1,250 cp
Plate	3,000 cp
Full Plate	7,500 cp
<i>Shields</i>	
Buckler	50 cp
Light	30 cp
Large	60 cp
Tower	150 cp




Weapons

Weapons are made from a variety of materials, as detailed in “Weapon Materials”, above. When modifying weapons, use the base prices in the Pathfinder Core book as your starting point; do *not* convert GP into CP. Thus, a longsword (15 GP) on Athas would cost 150 ceramic pieces were it made of bone, 75 ceramic if of wood, 375 ceramic pieces if made of obsidian, 1500 if made of metal, 1125 if made of bronze, and 750 if made of stone. As you can imagine, weapons are not cheap on Athas.

For ranged weapons, apply material costs to the ammunition, but not the launching weapon. Launching weapons instead cost 1% of the listed PHB price (ie, convert “gp” to “cp”).

Adventuring Gear

Item	Cost	Weight
Area Map	50 cp	2 lbs



Magn
 Mana
 Mana
 Marbl
 Mirro
 Mug/
 Oil (1
 Paper
 Parch
 Perfun
 Pick,
 Pitche
 Piton,
 Poison
 Pole,
 Pouch

Acid (flask)	15 cp	1 lb
Alchemical Grease	10 cp	1 lb
Alchemist's Fire (flask)	25 cp	1 lb
Antiplague	50 cp	-
Antitoxin (1 vial)	50 cp	1 lb
Bloodblock	25 cp	-
Bodybalm	25 cp	-
Flash Powder	50 cp	-
Holy Water (flask)	25 cp	1 lb
Itching Powder	60 cp	2 lbs
Nibenese Firework	50 cp	1 lb
Vermin Repellent	4 cp	-
Vitality Brew (1 potion)	50 cp	1 lb

5 cp	1 lb
0 cp	1 lb
5 cp	1 lb
0 cp	-
0 cp	1 lb
5 cp	-
5 cp	-
0 cp	-
5 cp	1 lb
0 cp	2 lbs
0 cp	1 lb
cp	-
0 cp	1 lb

Tools and Skill Kits

Abacus	2 cp	2 lbs
Artisan's Tools	5 cp	5 lbs
Artisan's Tools, Mwk	55 cp	5 lbs
Balancing Pole	8 bits	12 lbs
Climber's Kit	80 cp	5 lbs
Compass	200 cp	½ lb
Cooking Kit	1 gp	2 lbs
Disguise Kit	50 cp	8 lbs
Juggler's Kit	15 cp	10 lbs
Healer's Kit	50 cp	1 lb
Musical Instrument	5 cp	3 lbs
Musical Instrument, mwk	100 cp	3 lbs
Scale, Merchant's	5 cp	1 lb
Spell Component Pouch	5 cp	2 lbs
Stretcher	1 cp	10 lbs
Surgeon's Tools	200 cp	5 lbs
Thieves' Tools	30 cp	1 lb
Thieves' Tools, mwk	100 cp	2 lbs
Tool, mwk	50 cp	1 lb

Mounts, Pets, and Related Gear

Animal Harness	2 cp	2 lbs
Barding		
Medium	x2	x1
Large	x4	x2
Huge	x8	x4
Bit and Bridle	2 cp	1 lb
Cage, diminutive or fine	10 cp	2 lbs
Cage, large	30 cp	240 lbs
Cage, small or medium	15 cp	60 lbs
Cage, tiny	5 cp	5 lbs
Canary	2 bits	9 oz.
Cat	5 bits	8 lbs
Crodlu		
Heavy	400 cp	-
Heavy (Combat)	600 cp	-
Light	150 cp	-
Light (Combat)	220 cp	-
Erdlu	30 cp	-
Feed (per day)	5 bits	10 lbs
Hawk	20 cp	20 lbs
Howdah		
Large	50 cp	
Huge	110 cp	
Gargantuan	300 cp	
Combat	x2	
Inix		

Draft	500 cp	-
Riding	600 cp	-
War	1,000 cp	-
Kank		
Pack/herd	50 cp	-
Riding	100 cp	-
War	150 cp	-
Lizard	5 bits	2 oz.
Lizard, gecko	5 bits	4 oz.
Mekillot		
Draft	1,200 cp	-
War	3,000 cp	-
Saddle		
Military	20 cp	30 lbs
Pack	5 cp	30 lbs
Riding	10 cp	25 lbs
Saddlebags	5 cp	8 lbs
Stabling (per day)	5 bits	-

Transport

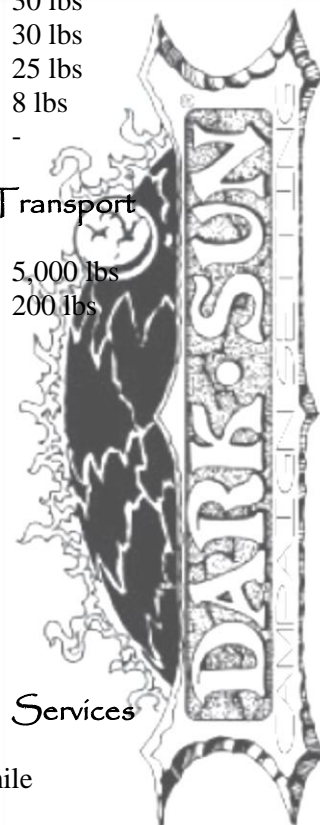
Armoured Caravan	5,000 cp	5,000 lbs
Cart	15 cp	200 lbs
Wagon, open		
1,000 lb capacity	35 cp	
2,500 lb capacity	70 cp	
5,000 lb capacity	105 cp	
10,000 lb capacity	210 cp	
Wagon, enclosed		
1,000 lb capacity	50 cp	
2,500 lb capacity	100 cp	
5,000 lb capacity	150 cp	
10,000 lb capacity	300 cp	

Services

Caravan Passage	1 bit per mile
Dragoman	8 bits/day
Hireling, trained,	2 cp/day
Hireling, untrained	5 bits/day
Messenger	1 bit/2 miles

Slaves

Dwarf	100 cp
Elf	30 cp
Half-Elf	50 cp
Half-Giant	250 cp
Halfling	25 cp
Human	50 cp
Mul	150 cp



Thri-Kreen	75 cp
Training Modifiers	
Artisan	x2.0
Child (untrained)	x0.25
Hard Labour	x1.50
Household	x0.75
Military	x2.0
Specialized	x5.0

Item Descriptions

Adventuring Gear

Area Map: A geographically relevant map grants a user a +1 circumstance bonus on Survival checks made to navigate in the wilderness. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

Backpack, Masterwork: This backpack has numerous pockets for storing various items that might be needed while adventuring. Hooks are included for attaching items such as canteens, pouches, other small bags, or even a rolled-up blanket. It has padded bands that strap across the chest and the waist to distribute its weight more evenly. Like a common backpack, it can hold about 2 cubic feet of materials in its main container. When wearing a masterwork backpack, treat your Strength score as +1 higher than normal when calculating your carrying capacity.

Block and Tackle: A simple block-and-tackle pulley, when properly secured, adds a +5 circumstance bonus on Strength checks to lift heavy objects. Securing the pulley requires 1 minute.

Breakaway Chains: These masterwork chains are easy to break, even though they look like normal chains (Perception DC 25 to notice the difference). A DC 10 Strength check breaks them instantly.

Chest: The common wooden chest comes in several sizes, including small (2 cubic feet, 1 hit point, break DC 17), medium (4 cubic feet, 15 hp, break DC 23), large (6 cubic feet, 30 hit points, break DC 29), and huge (8 cubic feet, 50 hit points, break DC 35). Most include a simple inset lock.

Earplugs: Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on

saves against effects that require hearing but also cause a –5 penalty on hearing based Perception checks.

False-Bottomed Chest: The secret compartment in this chest is approximately 1 inch thick. Different styles open from the inside, from the underside, or through the back. Detecting the compartment is a DC 20 Perception check.

False-Bottomed Cup: The tiny compartment in the thick bottom of this cup is an excellent place to store a small item or substance. The most insidious are designed with a weighted catch that opens when the cup is tilted back, releasing the hidden substance hidden into the contents of the cup. Spotting the secret compartment in an empty cup is a DC 15 Perception check.

False-Bottomed Scabbard: The space at the bottom of this sword scabbard is just large enough to hold a potion flask. Some are accessed from the outside; others open on the inside with a secret catch at the top end. Finding the secret compartment requires a DC 25 Perception check, or DC 20 if you can compare the sword's length to that of the scabbard.

False Manacles: These manacles are nearly indistinguishable from standard manacles upon inspection (Perception DC 25). A wearer who knows the location of the secret catch can open them as a standard action; otherwise they act like masterwork manacles. Some appear to be of common quality, though false manacles are always masterwork.

Folding Chair: This simple folding chair has a wooden frame and canvas seat and back. It folds up easily and fits in a handy carrying bag. The chair can support up to 250 pounds with ease.

Folding Ladder: The hook, pole, and rungs of this 10-foot ladder are hinged, allowing you to fold it into a 3-foot-by-1-foot-by-1-foot bundle. Folding or unfolding it is a standard action.

Magnet: Handheld magnets are relatively weak and are mainly used to detect or pull iron, mithral, or adamantite at a short range. This hand-sized horseshoe magnet can lift up to a 3-pound iron weight.

Marbles: Like caltrops, marbles can be used to slow down opponents; a creature entering a

square with marbles scattered on it must make a DC 10 Reflex save or fall prone (the creature's stability bonus to trip applies to this save). Any creature moving at half speed or slower can pick its way through a square of marbles with no trouble.

Perfume/Cologne: Perfume or cologne may (at the GM's discretion) provide a +1 circumstance bonus on several Charisma based skill checks.

Poison Pill Ring: This ring has a tiny compartment under the setting, typically used to hold poison. Opening and closing a ring is a move action; doing so unseen requires a DC 20 Sleight of Hand check.

Powder: Powdered chalk, flour, and similar materials are popular with adventurers for their utility in pinpointing invisible creatures. Throwing a bag of powder into a square is an attack against AC 5, and momentarily reveals if there is an invisible creature there. A much more effective method is to spread powder on a surface (which takes 1 full round) and look for footprints.

Prosthetic: People who lose hands, arms, legs, or feet in combat sometimes replace them with prosthetics: realistic simulations of their missing limbs. Usually carved of wood and painted to match the wearer's skin tone, these items have limited functionality, allowing a legless person to walk at half speed, or enabling an armless person to hold a shield in a fixed position, but little more. Clever individuals have been known to create small compartments in their prosthetics, just large enough to hold very small objects. A prosthetic hand or foot can hold an item with negligible weight, while a prosthetic limb can hold up to 1 or 2 pounds.

Sextant: A sextant is used to determine your latitude. Using a sextant gives you a +1 circumstance bonus on Survival checks made to prevent getting lost.

Shaving Kit: A shaving kit contains a straight obsidian razor, a whetstone, a brush, a cup, and enough shaving powder to last a Medium humanoid 50 shaves.

Signal Horn: Sounding a horn requires a DC 10 Perform (wind instruments) check and can convey concepts such as "Attack!", "Help!", "Advance!", "Retreat!", "Fire!", and, "Alarm!"

The report of a signal horn can be clearly heard (DC 0) up to a quarter-mile distant. For each quarter mile beyond, Perception checks to hear the horn suffer a -1 penalty.

Signal Whistle: a whistle's piercing report can be clearly heard (DC 0) up to half a mile away. With a DC 5 Perform (wind instruments) check you can use it to signal the same sorts of situations as signal horns. For each additional quarter mile, Perception checks to hear a whistle suffer a -2 penalty.

Soap: You can use this thick block of soap to scrub clothes, pots, linens, or anything else that might be dirty. A bar of soap has approximately 50 uses.

Spear-Thrower: This is little more than a handle with a cup, loop, or spur to hold the butt of a dart, javelin, or shortspear. Using a spear-thrower to throw such a weapon doubles the projectile's range increment. Setting a weapon into a spear-thrower is a move action; by taking the Rapid Reload (spear-thrower) feat, you reduce this to a free action.

String or Twine: Sold in balls or spools of 50 feet, string and twine are useful for rigging traps and alarms and are a vital component of grappling bolts and arrows. String or twine has hardness 0, 1 hit point, and break DC 14.

Tattoo: The cost of a tattoo depends on the quality, size, and number of colors used. A coin-sized tattoo in blue ink that will blur over a decade may cost 1 bit, a hand-sized one in black ink that won't fade costs 5 bits, and a tattoo covering an entire back takes several sessions and costs 10 cp. Each additional color costs as much as a single tattoo of its size.

Tent: Tents come in a variety of sizes and accommodate between one and 10 people. Pavilion tents are large enough to accommodate a small fire in the center.

Weapon Cord: Weapon cords are leather straps that attach your weapon to your wrist, typically about 2 feet long. If you drop your weapon or are disarmed, you can recover it as a swift action, and it never moves any further away from you than an adjacent square. However, you cannot switch to a different weapon without first untying the cord (a full-round action) or cutting it (a move action or an attack, hardness 0, 0 hp).



Whetstone: Honing a blade with a whetstone requires about 15 minutes of work and grants the weapon a +1 bonus on your damage roll the first time you hit with it. This only works on nonmagical blades.

Wrist Sheath: This is a sheath designed to be strapped to your forearm and hidden under a long sleeve. The sheath can hold one light weapon, ranged weapon, or wand that weighs less than 1 pound. Alternatively, you may store up to 1 pound of ammunition in a wrist sheath. As a move action, you can bend your wrist to cause some or all of these items to drop into your hand. You have a +2 bonus on Sleight of Hand checks made to oppose the Perception check of someone observing or frisking you regarding items in the sheath. You can only wear one wrist sheath per arm.

Alchemical Items

There are numerous alchemical and herbal concoctions available on the athasian markets. Many of them are available for legal purchase, though many more can be found in the shadowy elven markets of every city-state.

Note that these names are used only in a game mechanic sense. Anti plague might be sold as “Distilled Carru Sweat”, while Bloodblock could actually be fermented cactus juice.

Alchemical Grease: Each pot of this slick black goo has sufficient contents to cover one Medium or two Small creatures. If you coat yourself in alchemical grease, you gain a +5 alchemical bonus on Escape Artist checks, on combat maneuver checks made to escape a grapple, and to your CMD to avoid being grappled; this lasts 4 hours or until you wash it off.

Anti plague: If you drink a vial of this foul tasting, milky tonic, you gain a +5 alchemical bonus on Fortitudes saving throws against disease for the next hour. If already infected, you may also make two saving throws (without the +5 bonus) that day and use the better result.

Bloodblock: This gooey, pinkish substance helps treat wounds. Using a dose gives you a +5 alchemical bonus on Heal checks for providing first aid, treating wounds made by caltrops or similar objects, or treating deadly wounds. A dose of bloodblock ends a bleed effect as if you had made a DC 15 Heal check. When treating

deadly wounds, using a dose of bloodblock counts as one use of a healer’s kit (and grants the +5 bonus stated above).

Bodybalm: When this pungent yellow powder is boiled in water and given to a creature to drink, it provides the attending healer a +5 alchemical bonus on Heal checks for providing long-term care, treating poison, and treating disease.

Flash Powder: This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or even a simple force such as throwing it against a floor (a standard action). Creatures within the 10-foot burst must save (Fortitude DC 13 negates) or be blinded for 1 round.

Itching Powder: This fine gray powder causes targets to suffer from uncontrollable itching until they spend at least 1 round washing it off. Throwing a packet of itching powder is a splash attack with a range increment of 10 feet. Anyone standing on the square of impact must succeed on a DC 12 Fortitude save to resist the powder, while those in adjacent squares must make a DC 8 Fortitude save. Creatures that fail the save take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Nibenese Firework When lit, this foot-long wooden tube begins to shake and emit a handful of white sparks, shedding light as a torch. One round later it takes flight, moving at speed 90 for 1d6 rounds before loudly exploding in an burst of light and sound, dealing 2d6 points of fire damage in a 10-foot burst (DC 15 Reflex save for half). Anyone who takes damage from the explosion is either blinded or deafened (there is a 50% chance of either) for 1 round.

Vermin Repellent: This vile-smelling white paste keeps vermin at bay if spread on the skin. Normal-sized (Fine) vermin avoid you. Swarms of vermin must make a DC 15 Fortitude saving throw in order to enter your square. Once applied, vermin repellent remains effective for 4 hours or until you spend 1 round washing it off.

Vitality Brew: Drinking from this foul-tasting nectar provides a sudden jolt of energy. Drinking a vitality brew is a standard action that provokes attacks of opportunity. Immediately after drinking, you can convert up to 1d12+1 reserve points into hit points.

Tools and Skill Kits

Abacus: This device helps users perform mathematical calculations.

Balancing Pole: These flexible poles range from 15–30 feet in length and, when used properly, help you keep your balance when crossing narrow walkways. Using a balancing pole grants you a +1 circumstance bonus on Acrobatics checks made to traverse a narrow surface.

Compass: An ordinary compass that points to the magnetic north pole grants its user a +2 circumstance bonus on Survival checks made to navigate in the wilderness. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

Cooking Kit: Cooking kits are portable, collapsible pots and pans that double as a set of four bowls and plates, all fitting together in a compact package.

Juggler's Kit: A juggler's kit includes multiple sets of well-balanced objects, such as balls, clubs, knives, rings, and torches.

Stretcher: A stretcher allows two people to share the burden of carrying one heavy object. You can also use it to drag a load you couldn't carry on your own. A stretcher holds up to 300 pounds.

Mounts, Pets, and Related Gear

Crodlu: Crodlus are large reptiles that roam the deserts and scrub plains in packs. Crodlu resemble large ostriches, but their forearms end in wicked claws and their rough, scaly hides are yellow or red, with a mottled pattern allowing for crude camouflage. They have poor eyesight but excellent smell, and are often used as mounts for those who wish to travel quickly but lightly. Crodlu have foul temperaments, and are known to bite. Crodlu who have not been trained to fight are difficult to control in stressful situations, and have been known to turn on their riders.

Erdlu: Erdlus are large, flightless, featherless birds covered with flaky scales that range in colour from pale gray to deep red. Weighing as much as 200 pounds, erdlu can grow up to seven feet in height. A snakelike neck rises to a small head with a huge, wedge-

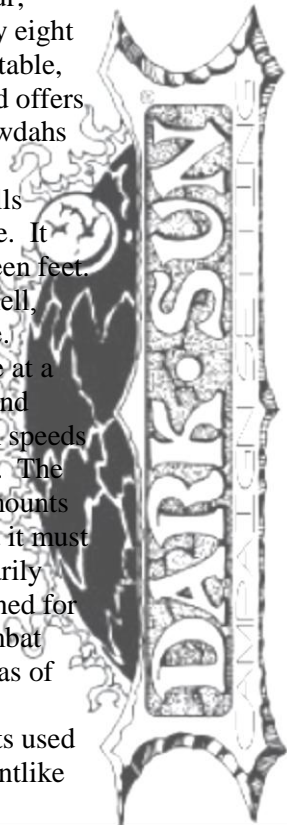
shaped beak. Erdlus make ideal herd animals because of their docile temperaments and ability to survive on a variety of foods. Erdlu eggs provide an excellent source of nutrition; a diet of erdlu eggs can keep a humanoid alive for months on a time, and if eaten raw, can be a substitution for a gallon of water. However, using erdlu eggs in this manner can only be done once every other day, as it is not a perfect replacement for water.

Howdah: Howdahs are semi-enclosed mountings that sit on the back of large animals, particularly Inix or Mekillots. A large howdah can carry two riders; a huge can carry four; while a gargantuan can comfortably carry eight riders. Combat howdahs are less comfortable, but afford ½ cover to everyone inside and offers great firing positions. Huge or larger howdahs can carry siege weapons.

Inix: An inix is a large lizard that falls between a kank and mekillot in sheer size. It weighs about two tons and grows to sixteen feet. The inix's back is protected by a thick shell, while flexible scales protect its underside. Inixes make spirited mounts. They move at a steady pace for as much as one full day and night without needing rest, and can reach speeds equivalent to a kank over short distances. The major drawback to an inix is the large amounts of vegetation it requires, and the fact that it must forage every few hours. Inixes are primarily used to carry supplies, though inixes trained for war (carrying two crossbowmen in a combat howdah) are common, particularly in areas of fairly lush vegetation.

Kank: Kanks are large, docile insects used as mounts and beasts of burden. These antlike creatures are perhaps the most important prevalent animals on athas. Riding or war kanks have poisonous pincers, while draft or herd kanks lack these pincers and instead produce globules of honey each day that can be used to supplement one's diet (or even replace one's diet, over short periods of time). Kanks are omnivorous grazers who will eat anything organic, seemingly without preference. When they die, they decompose messily within a few hours, leaving behind a pile of foul-smelling, inedible organic sludge.

Mekillot: This immense, squat lizard has curling horns to either side of its wide snout. It



has a long, snakelike tongue that constantly flickers in and out of its toothy maw. The mekillot is a huge lizard frequently domesticated as a draft animal. Even a well-trained mekillot is unpredictable, and many occasionally make a meal of their handler. War mekillots, while rare, can be put to deadly use on the battlefield, where they often carry howdahs of templars, spell casters, or snipers. Some mekillots even carry catapults or ballistae.

Transport

Wagons, open: An open wagon is little more than a wooden box on four wooden wheels. A 1,000 pound capacity wagon requires one kank to pull. The 2,500- and 5,000- pound capacity need teams of two and four kanks, respectively. The 10,000 pound wagon requires a single mekillot to pull. Inix are not used to pull wagons for the simple reason that their tails get in the way.

Wagons, enclosed: Enclosed wagons require the same animal power as similar-capacity open wagons. Items within enclosed wagons are little affected by weather. Some merchants and nomads convert enclosed wagons into living quarters.

Wagon, armoured caravan: An armoured caravan weighs 5,000 pounds and can carry up to 35,000 pounds or more. The exact design of an armoured caravan can change from trip to trip. In general, an armoured war caravan can carry 15,000 pounds of goods, and have room for up to 50 passengers. Armoured caravans can be pulled by one mekillot, though they are usually by teams of two or even four.

Services

Dragoman: A dragoman is a guide and translator, and is useful in navigating unfamiliar cities. Dragomen wait at the major gates of all the city-states, using their language and knowledge skills to best effect to help out their clients. However, some have affiliations with criminal groups, so it is always best to never fully trust your dragoman.

Slaves

Slaves can be purchased by player characters, if they so choose. Slavery is a major

part of athasian life, and in many cities, slaves in fact outnumber freemen.

Purchasing a Slave: Slaves are usually purchased in the slave pits of the city-state, going through a branding or tattooing process overseen by city Templars before the slave is transferred to a new owner. Most slaves are sold already “trained”, although some owners find it is better to buy slaves young and raise them as servants, especially for military purposes.

Slave Training: Each slave has different skill types, which affect a slave’s value on the market. The typical slave is considered to be a 1st level commoner.

Artisan slaves are trained to produce worthy objects and buildings, and are trained in various craft skills. Nobles often own dozens of artisan slaves, using them to compete with one another in the building of objects of art. Typical artisan slaves are 1st level experts.

Child slaves are untrained, and prepubescent. They are purchased at low price, and trained to suit the purchaser’s needs. Often, child slaves are sold with their mother, and are used as a means of leverage. In a few “forward thinking” cities, it is illegal to sell a child away from its mother, although this law is often ignored.

Hard Labour slaves are those who are purchased from their strong backs and arms, and are often used in mining, heavy crafting, and construction positions. Slaves trained for hard labour are valued not just for their strong backs, but for their endurance, as such slaves are much more durable in the long run. Hard labour slaves are usually 1st level commoners with feats such as toughness and endurance.

Household slaves do laundry, cooking, and child-rearing duties. They are common, light-labour slaves and found in most wealthy households. They are typically 1st level commoners.

Military slaves are those who are trained in the art of combat. Some are used as household or caravan guards, while others are used as gladiators or even soldiers in the ranks of a noble’s slave army. Most are 1st level warriors.

Specialized slaves are very skilled slaves who possess an unusual skill set. Concubines, scribes, lawyers, doctors, engineers – all are considered specialized slaves. In addition,

slaves with character class levels are all considered to be specialized.

Slave Races: Not all slave races are created equal. Some are more suited for a life of slavery than others, and this is reflected in their price.

Dwarven slaves are common, and prized for their durability. They are typically found as artisan, hard labour, and military roles. Wise owners seek to give dwarves a focus that fits with their slave role; doing so yields better results.

Elven slaves are rare. Slavers typically kill elves rather than take them captive, as elves wither and die in captivity. The few elves that are sold as slaves are usually sold as hard labour or military slaves, with the hope that the short lifespan of those occupations will kill the elf before they wither and die of depression. Elves are almost never sold as household slaves.

Half-Elves are fairly common as slaves, and can be found in almost every slave role, though they are slightly more common in artisanal and general purpose positions.

Half-Giants are prized as slaves, though they are only infrequently on the market. Not surprisingly, most find themselves in positions of hard labour or military roles. Due to the expense in keeping them, half-giants are often very well treated, for a slave.

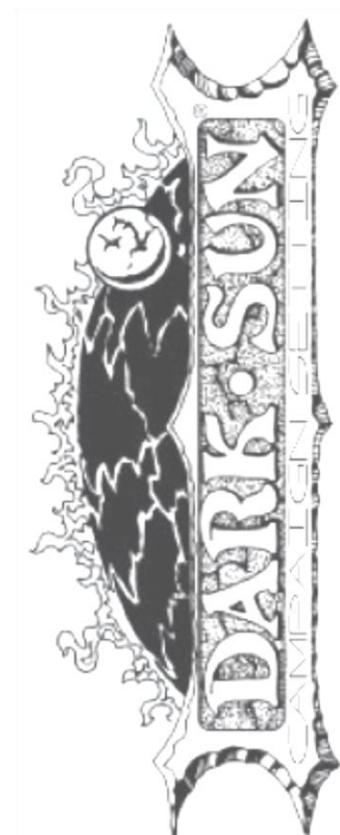
Halflings, like elves, are seldom kept as slaves – they wither and die in captivity, often killing themselves at the first available moment. However, they are occasionally sold as curiosities or “Luxuries”, used briefly by nobles before they are killed.

Human slaves are common in all roles, though proportionally more are specialized than any other race.

Mul slaves are very common, as the race was bred particularly for slavery. They are still nowhere near as numerous as human slaves, which drives up their price. Most find roles in hard labour or military positions, where they are treated well, for slaves.

Thri-Kreen, when captured, often make good slaves if they are caught young. However, with their short life spans, and unpredictable nature, they are not particularly common on the slave pits. When they are found, it is almost always in specialized wilderness roles, or in a military

position. Gladiatorial thri-kreen have become something of a trend in recent years.



Trade and Commerce

Included here is an overview of a relatively simple trading system, to roughly simulate the trading lifestyle that adventurers often find themselves sidelining in. While it is not a perfect simulation, and will no doubt have holes, it should do a decent job for roleplaying purposes.

Basic System Outline

Each trade good is measured in units. A unit is approximately one square foot of goods, or around thirty pounds, depending on the item size and shape. Objects are stored, carried, and sold as units, so that players do not need to keep track of weight or item size when tracking a caravan's progress.

Items have five price grades, ranging from A (in high demand) to E (in high surplus). Most of the time, items will have a price grade of B, C, or D. The idea is to buy low, and sell high, though random market fluctuations can make trading difficult.

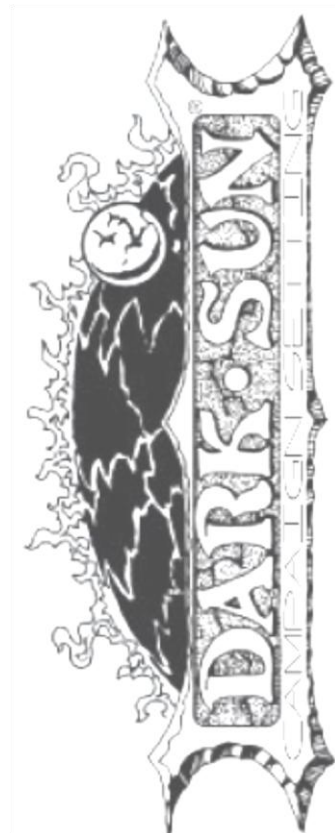
Goods

Agafari Wood
Ale
Amber
Armour
Beer
Bone
Books
Bronze
Candy
Ceramics
Chalk
Chitin
Cider
Clay
Cloth
 Common
 Fine
 Rich
Clothing, common
Clothing, fine
Coal
Copper
Cosmetics
Cotton
Dates
Drugs
Dyes/Pigments
Feathers, common
Feathers, rare
Feed
Flour
Figs
Fruits
Furs
Gems
Glass
Gold
Grains
Hardwood
Hemp
Herbs
Honey
Incense
Ink
Instruments
Iron
Jade
Jewellery

Kank Nectar
Leather
Lizards
Marble
Meats, dried
Meats, fresh
Medicines
Mirrors
Nectar
Nuts
Obsidian
Oil, cooking
Oil, flammable
Oil, lamp
Paintings
Paper
Perfume
Resins
Rice
Rugs
Salt
Sandals
Silk, raw
Silver
Soap
Songbirds
Spell Components
Spices (Common)
Spices (Uncommon)
Spices (Rare)
Spirits
Statues
Stone
Sugar
Tea
Tobacco
Tools
Water
Weapons
Wheat
Wine
Wood

Qualities:

Breakable
dangerous
Illegal
Spoilage



19/03/2012

High Tax
Large (multiple units)
Living

Additional Rules

Following are additional new rules of interest, as well as updates of existing rules that are relevant for the Dark Sun campaign.

Travel and Terrain

Travel in the wastelands can be very difficult – not only does the average athasian have to deal with the rugged terrain beneath his feet, but he must also contend with raiders, water shortages, sandstorms, silt storms, magic-ravaged creatures, psionic monstrosities, and even the dragon itself.

Is it no wonder then that the average athasian huddles in the mud of his city-state, fearing that which lie beyond the clay city walls?

Terrain and Overland Movement

Table XX, below, replaces table 7-8: Terrain and Overland Movement, as seen on page 172 of the Core Rulebook. Note that the main roads as seen on various dark sun maps can often be considered highways, though this cannot be guaranteed.

Table XX: Terrain and Overland Movement

<u>Terrain</u>	<u>Highway</u>	<u>Road</u>	<u>Trackless</u>
Boulder Field	x1	x1	x3/4
Forest	x1	x3/4	x1/4
Mountain	x3/4	x3/4	x1/2
Rocky Badlands	x1	x3/4	x1/2
Salt Flat	x1	x1	x3/4
Sandy Waste	x1	x1/2	x1/2
Savannah	x1	x1	x3/4
Scrub Plain	x1	x1	x3/4
Stony Barrens	x1	x3/4	x1/2
Verdant Belt	x1	x1	x3/4

Contacts

On the world of Athas, it's often not what you know, but who you know. In the cutthroat sprawl of the city-states, personal connections

and loyalties can make the difference between life and death.

Each character in the Dark Sun campaign begins play with two contacts – one individual contact, and one organization contact. Each of these is determined by the player during character creation.

An *individual* contact is just that – an individual. They are usually tied to a specific location (often a city) and have expertise in a skill or class. They are typically used for their skills or knowledge, though occasionally they can be hired on as additional muscle in an adventure.

An *organization* contact is a group of people that the character is either friendly with, or actually belongs to as a member. Organization contacts often span the Tyr Region, and are used primarily for resources or knowledge, though in extreme cases can be tapped as allies.

Contact Characteristics

All contacts have four characteristics, as described below:

Loyalty is the contact's personal loyalty to your character. A high loyalty makes the character more willing to perform the tasks you ask of him, and might even lay his life on the line for you. Low loyalty means the contact will often ask for money or favours to be performed for her services. Even high loyalty contacts, however, will expect a bit of "tit for tat".

Connection is how well connected the contact is – or, in other words, how competent the contact is. A contact with a high connection score knows all sorts of people who can be drawn upon for information or resources, while a low connection character can usually only be relied upon for small favours.

Focus is the contact's area of expertise. Focus has both a "broad" aspect, and a specific "skill" aspect.

Finally, each contact has a *trait*, which is a randomly determined quality that influences how the contact performs in play.

Loyalty

Each contact's loyalty ranges at game start from 1 to 7. When you ask a contact to perform

a task for you, the contact makes a check against a DC determined by the difficulty of the task, adding his loyalty score to the roll. If it beats the DC, the contact will perform the task.

Your contact will gain a +2 bonus to the roll if you offer appropriate compensation for the task (anywhere from 5 silver pieces to 5 gold pieces, depending on what you ask, though the chart below offers a guideline – typically, triple the appropriate compensation if the task is life threatening), and will suffer a -2 penalty to the roll if you ask the contact to do something outside of his area of expertise.

Contacts can flat out refuse a task if the GM determines it appropriate.

Difficulty	DC	Compensation
Very Easy	3	5 cp
Easy	5	5 sp
Average	10	10 sp
Hard	15	25 sp
Very Hard	20	50 sp

Very easy tasks are those with no penalty of failure for the contact, and take no more than a few hours of work.

Easy tasks are those where penalty of failure is miniscule (no more than a minor fine or very slight embarrassment), and that take less than a day of work.

Average tasks usually take at least a day's worth of work, and often have at least some minor setback or cost of failure.

Hard tasks often take multiple days' worth of work, and the price of failure can be fairly steep, such as imprisonment or slavery (but not obviously life-threatening. Hard tasks are also those that go against a contact's personal ethics.

Very Hard tasks can take up to a week or more of time, and the consequences of failure can include death. Very Hard tasks almost always require compensation for the contact to even contemplate.

Starting Loyalty

Contacts have a starting loyalty of 1d7 (roll a d8, and re-roll any result of 8).

Improving Loyalty

Loyalty of a contact can improve, one point at a time, by character intervention. Usually, a character who volunteers to help out a contact

can have a chance (as determined by the GM) to raise his contact's loyalty.

Conversely, a contact's loyalty can be lowered through PC inaction or abuse; a contact who suffers lasting damage when performing a task for a PC who is not adequately compensated (or rescued!) can have his loyalty to the PC drastically lowered.

Connections

Each contact's connections score ranges at game start from 1 to 7. A contact's connections score is used to gauge his effectiveness at accomplishing the task at hand. He makes a connections check against a DC determined by the difficulty of the task, and if it beats the DC, the task is accomplished.

Connections check are made assuming the contact is working within its broad focus; if it is making a check based on its specific focus, roll a skill check instead (if the contact is an organization, the skill check's modifier is equal to 6 + the organizations connections score).

The DC for connections checks ranges from 5 to 20, and is based on the severity and difficulty of the task at hand. There is almost always a time delay as the contact practices his craft. This is always determined by the GM.

Starting Connections

Contacts have a starting connections score of 8 minus their loyalty score.

Improving Connections

Connections are rarely improved through play, though in specific situations, usually through the individual or organization contact greatly benefitting from campaign events, a connections score can be improved by one or more points.

Broad Contact Focus

All contacts have a broad focus. Pick one focus for each contact. This focus cannot change through play, except through really odd circumstances. A contact's broad focus determines what your contact will do for you during play.

Combat: The contact is primarily interested in acts of war or security.

Criminal: the contact will perform illegal activities on your behalf.

Fence: The contact will help move goods, whether stolen or legally obtained, and put you into connection with interested parties. It can also help you find sellers of illicit goods.

Information: the contact will find out relevant information for you, or put you into contact with those who have the necessary information.

Legal: the contact belongs to the legal sector (usually as a templar) and can help get you out of difficult legal situations.

Magical: the contact is interested in the arcane arts, and can help you identify magic items, learn spells, or find magical tutors.

Medical: the contact is interested in the healing arts, and can help you remove all sorts of pesky conditions.

Psionic: the contact knows about the psionic arts, and will help you find psionic tutors or perform necessary psionic deeds.

Wilderness: the contact knows about the world beyond the city-states, and excels at exploration or travelling.

Note that contacts can perform deeds outside of their focus; doing so, however, imposes a -2 penalty on their loyalty check.

Contact Skill Focus

Each contact also has a skill focus. This is the skill that your contact primarily excels at. If the contact is an individual, he gains a check modifier equal to 8 + his connections score when using this skill; if the contact is an organization, its skill modifier is equal to 6 + the organization's connections score.

Individual contacts have a skill focus in one active skill; organizations have skill focus in two active skills, as they have a larger base of individuals to draw upon.

Contact Trait

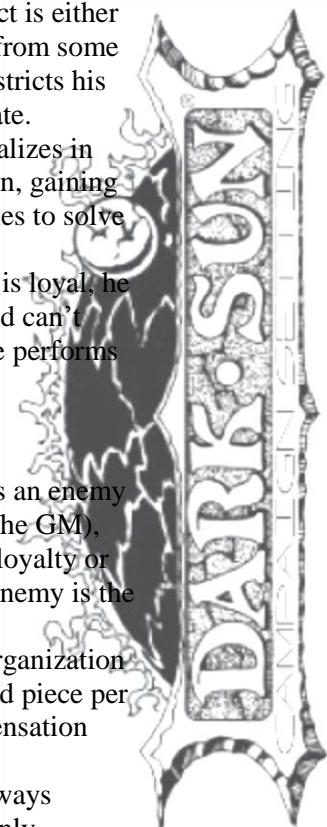
Finally, each contact has a random trait, determined on the table below. This is randomly rolled when the contact is created; some are good, while some are definitely bad.

Combat Traits (Individual)

1. **Brave:** The contact is willing to put his life on the line, and gains a +2 bonus on any loyalty check where the DC is raised through risk.
2. **Expensive:** The individual always requires a fee of 1 silver piece per day, in addition to any other compensation required.
3. **Greedy:** the contact always requires financial compensation, and only by doubling the usual compensation will he gain a +2 bonus to the loyalty check.
4. **Social Constraint:** The contact is either a slave or a noble, or suffers from some other social constraint that restricts his mobility to within the city-state.
5. **Specialist:** The contact specializes in the use of one specific weapon, gaining a bonus to attack rolls. He tries to solve all tasks using that weapon.
6. **Talkative:** While the contact is loyal, he is not very close-mouthed, and can't help talking about any task he performs for a friend.

Combat Traits (Organization)

1. **Enemy:** The organization has an enemy of some sort (determined by the GM), and gains a +2 bonus on any loyalty or connections made when the enemy is the target of the check.
2. **Expensive:** Any use of the organization always requires a fee of 1 gold piece per day, in addition to any compensation required.
3. **Greedy:** The organization always requires compensation, and only doubling the usual compensation will it gain a +2 bonus to the loyalty check.
4. **Poor Leadership:** The organization suffers from poor upper leadership. Any time the organization attempts a connections check with a DC higher than 15, there is a 50% chance that the organization will suffer a -4 penalty to the roll.
5. **Tactical Leaders:** The organization has great upper leadership, and gains a +2



bonus on any connections check with a DC higher than 15.

6. Uniform: All members of the organization wear a specific uniform.

Criminal Traits (Individual)

1. Calling Card: Whenever the contact performs a task, he leaves a calling card to inform victims who the perpetrator was.
2. Greedy: the contact always requires financial compensation, and only by doubling the usual compensation will he gain a +2 bonus to the loyalty check.
3. Homeless: The contact has no permanent address, and so takes long to contact. On the plus side, there is a 10% chance he is in the city the PCs are currently in, as he travels a lot.
4. Skilled: the contact has skill focus in two additional skills.
5. Slick Fingers: The contact is automatically skilled in Sleight of Hand.
6. Talkative: While the contact is loyal, he is not very close-mouthed, and can't help talking about any task he performs for a friend.

Criminal Traits (Organization)

1. Assassins: The organization excels in contract killing, and may even offer its services to PCs.
2. Enemy: The organization has an enemy of some sort (determined by the GM), and gains a +2 bonus on any loyalty or connections made when the enemy is the target of the check.
3. Greedy: The organization always requires compensation, and only doubling the usual compensation will it gain a +2 bonus to the loyalty check.
4. Legal Trouble: The organization is often being heavily hunted by templars. Because of this, asking about the organization can bring a lot of trouble to unwary characters.
5. Poisoners: The organization will sell poisons to the PCs with a 10% discount.

6. Secret Signs: The organization is recruited and contacted through various middle men and secret codes, making initiating contact a long, drawn-out affair.

Fence Traits (Individual)

1. Favour-oriented: The fence will always ask for a favour in response to being used. This is in addition to any compensation offered.
2. Hobby: The fence has a particular interest (art, magic items, lore, music), and any (rare) items given to the fence as compensation that are related to his interest are at 150% their normal value.
3. Legal-minded: The contact prefers to work within the law. He suffers a -2 penalty to any loyalty check that asks him to break the local laws.
4. Local: The contact can only deal within his home city; he suffers a -4 penalty on any connections check outside of his base city.
5. Specialist: choose one of the following: armour, books, magical items, objects of art, poisons, standard goods or weapons. The contact gains a +4 bonus on any connections check made to acquire the specific item.
6. Violent: Those who oppose the fence, or fail him in some way, often meet violent ends. He is feared in the underworld.

Fence Traits (Organization)

1. Enemy: The organization has an enemy of some sort (determined by the GM), and gains a +2 bonus on any loyalty or connections made when the enemy is the target of the check.
2. Favour-oriented: The fence will always ask for a favour in response to being used. This is in addition to any compensation offered.
3. Greedy: The organization always requires compensation, and only doubling the usual compensation will it gain a +2 bonus to the loyalty check.

4. Insular: The organization suffers a -4 penalty to all connections checks made outside its home city.
5. Respected: The organization is very much interested in respect. If this code of respect is not followed, it can lead to trouble.
6. Specialist: choose one of the following: armour, books, magical items, objects of art, poisons, standard goods or weapons. The contact gains a +4 bonus on any connections check made to acquire the specific item.

Information Traits (Individual)

1. Fan: The contact tries to get himself involved in the PCs' work beyond his role in acquiring information.
2. Greedy: the contact always requires financial compensation, and only by doubling the usual compensation will he gain a +2 bonus to the loyalty check.
3. Hobby: The contact has a particular interest (art, magic items, lore, music), and any (rare) items given to the contact as compensation that are related to his interest are at 150% their normal value.
4. Know-it-All: the contact is pedantic and all-knowing, and will go through great lengths to show this information to PCs. However, he gains an additional +2 bonus to his skill focus.
5. Skilled: The contact has a skill focus in two additional knowledge skills.
6. Talkative: While the contact is loyal, he is not very close-mouthed, and can't help talking about any task he performs for a friend.

Information Traits (Organization)

1. Enemy: The organization has an enemy of some sort (determined by the GM), and gains a +2 bonus on any loyalty or connections made when the enemy is the target of the check.
2. Free: the organization does not believe in secrets. Any information PCs ask for will be sold to other interested parties within a matter of days.

3. Greedy: The organization always requires compensation, and only doubling the usual compensation will it gain a +2 bonus to the loyalty check.
4. Sharing: The organization will not offer its services unless the PCs can supply it with information it does not already know – often, this requires favours to be performed.
5. Skilled: The contact has a skill focus in two additional knowledge skills.
6. Spy Network: There is approximately a 25% chance that the organization has a spy in a rival organization, and can draw upon this spy for the PCs' gain.

Legal Traits (Individual)

1. Bribe: The contact takes a lot of bribes. He can report who he took bribes from to the PCs if they but ask.
2. Greedy: the contact always requires financial compensation, and only by doubling the usual compensation will he gain a +2 bonus to the loyalty check.
3. Guards: The contact has access to military guards, effectively granting the PC access to a combat contact through the legal contact.
4. Hobby: The contact has a particular interest (art, magic items, lore, music), and any (rare) items given to the contact as compensation that are related to his interest are at 150% their normal value.
5. Legal Beagle: The contact will initiate it upon himself to break any ally out of prison, though he will expect a return favour.
6. Talkative: While the contact is loyal, he is not very close-mouthed, and can't help talking about any task he performs for a friend.

Legal Traits (Organization)

1. Accessible: the organization is easy to access, therefore requiring much less time to contact.
2. Demanding: the organization will always ask for a return favour before offering its services.



3. Enemy: The organization has an enemy of some sort (determined by the GM), and gains a +2 bonus on any loyalty or connections made when the enemy is the target of the check.
4. Greedy: The organization always requires compensation, and only doubling the usual compensation will it gain a +2 bonus to the loyalty check.
5. Informed: The organization can also perform as an Information (Organization) contact, albeit with a -2 penalty to any connections check made.
6. Uniform: All members of the organization wear a specific uniform.

Magical Traits (Individual)

1. Cover Identity: The contact pretends to be someone else, and can use this cover identity for the PCs. He is, in effect, a contact of another type as well as magical, though he suffers a -2 penalty on any connections check he makes through this role.
2. Creator: the contact has one create magic item feat, and will use it (at normal cost) for PCs if they but ask.
3. Greedy: the contact always requires financial compensation, and only by doubling the usual compensation will he gain a +2 bonus to the loyalty check.
4. Homeless: The contact has no permanent address, and so takes long to contact. On the plus side, there is a 10% chance he is in the city the PCs are currently in, as he travels a lot.
5. Paranoid: the contact is convinced legal authorities are out to get him, and will assume PCs are not to be trusted.
6. Specialist: the contact specializes in one particular school of magic above all others.

Magical Traits (Organization)

1. Creator: the contact has one create magic item feat, and will use it (at normal cost) for PCs if they but ask.
2. Enemy: The organization has an enemy of some sort (determined by the GM), and gains a +2 bonus on any loyalty or

connections made when the enemy is the target of the check.

3. Greedy: The organization always requires compensation, and only doubling the usual compensation will it gain a +2 bonus to the loyalty check.
4. Mysterious: An aura of mystery surrounds the organization at all levels.
5. Specialist: The organization specializes in one type of magic above all others.
6. Spell Library: the organization has access to a spell library, and can be contacted to sell spells to PCs with a 10% cost reduction.

Medical Traits (Individual)

1. Clients: The contact has connections to some well-to-do clients, and is not above selling information on their doings.
2. Code: the contact follows a medical code that will not be broken, at any cost.
3. Greedy: the contact always requires financial compensation, and only by doubling the usual compensation will he gain a +2 bonus to the loyalty check.
4. Herbalist: The contact excels at the healing arts, and automatically gains Heal as a Skill Focus. In addition, he will sell potions to PCs, with a 10% discount.
5. Surgeon: the contact has access only to non-magical healing, though is very skilled in his trade.
6. Talkative: While the contact is loyal, he is not very close-mouthed, and can't help talking about any task he performs for a friend.

Medical Traits (Organization)

1. Body Hunters: The organization always needs medical corpses, and will purchase fresh (relatively uninjured) bodies off PCs at decent cost.
2. Code: the contact follows a medical code that will not be broken, at any cost.
3. Greedy: The organization always requires compensation, and only doubling the usual compensation will it gain a +2 bonus to the loyalty check.

4. **Herbalists:** The organization excels at the healing arts, and automatically gains Heal as a Skill Focus. In addition, it will sell potions to PCs, with a 10% discount.
5. **Hiring:** the organization will always try to hire PCs with healing abilities, and may require favours in turn for services rendered.
6. **Legal-Minded:** Will always report injuries to the local legal authority.
5. **Legal-Minded:** The contact doesn't like breaking the law, and suffers a -2 penalty on any loyalty check when asked to do so.
6. **Uniform:** All members of the organization wear a specific uniform.

Psionic Traits (Individual)

1. **Code:** The contact follows a tight code of practice that it will not violate.
2. **Crazy:** The psionic character is at least a little unhinged, and suffers from a medical condition that can get in the way.
3. **Creator:** the contact has one create magic item feat, and will use it (at normal cost) for PCs if they but ask.
4. **Greedy:** the contact always requires financial compensation, and only by doubling the usual compensation will he gain a +2 bonus to the loyalty check.
5. **Legal-Minded:** The contact doesn't like breaking the law, and suffers a -2 penalty on any loyalty check when asked to do so.
6. **Talkative:** While the contact is loyal, he is not very close-mouthed, and can't help talking about any task he performs for a friend.

Psionic Traits (Organization)

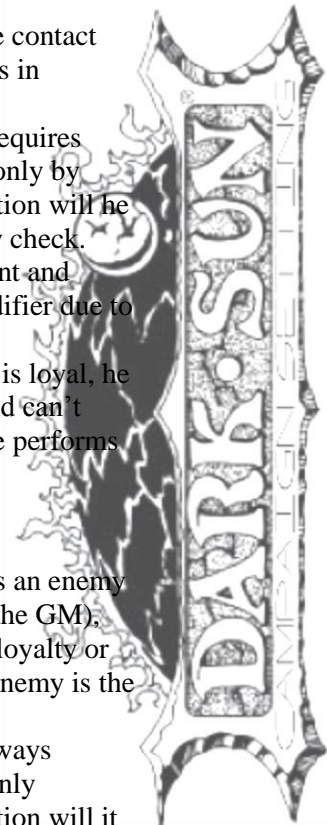
1. **Code:** The contact follows a tight code of practice that it will not violate.
2. **Creator:** the contact has one create magic item feat, and will use it (at normal cost) for PCs if they but ask.
3. **Enemy:** The organization has an enemy of some sort (determined by the GM), and gains a +2 bonus on any loyalty or connections made when the enemy is the target of the check.
4. **Greedy:** The organization always requires compensation, and only doubling the usual compensation will it gain a +2 bonus to the loyalty check.

Wilderness Traits (Individual)

1. **Animal Companion:** the contact has an animal companion that he treats like a best friend.
2. **Annoying:** For whatever reason, the contact is a very uncharismatic and unpleasant individual.
3. **Geographically-Minded:** The contact automatically has a skill focus in knowledge (geography).
4. **Greedy:** the contact always requires financial compensation, and only by doubling the usual compensation will he gain a +2 bonus to the loyalty check.
5. **Rugged:** The contact is patient and tough, and any difficulty modifier due to time is removed.
6. **Talkative:** While the contact is loyal, he is not very close-mouthed, and can't help talking about any task he performs for a friend.

Wilderness Traits (Organization)

1. **Enemy:** The organization has an enemy of some sort (determined by the GM), and gains a +2 bonus on any loyalty or connections made when the enemy is the target of the check.
2. **Greedy:** The organization always requires compensation, and only doubling the usual compensation will it gain a +2 bonus to the loyalty check.
3. **Road-Bound:** The organization prefers to stick to the roads, and will suffer a -2 connection and loyalty penalty if asked to stray from the "civilized" parts of Athas. On the plus side, it moves 20% quicker on roads than normally expected, due to known shortcuts.
4. **Rugged:** The contact is patient and tough, and any difficulty modifier due to time is removed.



5. Slaves: all members of the organization are slaves, and respond as slaves are wont to do.
6. Uniform: All members of the organization wear a specific uniform.

Contact Ideas

Here are just a few possibilities for each group of contacts, and what they would represent.

Combat Contacts: Soldiers, Caravan Guards, Household Guards, Gladiators, Mercenaries, Raiders.

Criminal Contacts: Thieves, Pickpockets, Assassins, Spies, Street Gangs.

Fence Contacts: Merchants, Elven Tribes, Smugglers, Fences, Black Marketeers.

Information Contacts: Seers, Spies, Sages, Priests, Scouts, Nobles, Merchants.

Legal Contacts: Bureaucrats, Templars, City Guards, Lawyers.

Magical Contacts: Wizards, Veiled Alliance Members, Elven Wizards, Hedge Wizards, Elemental Priests.

Medical Contacts: Druids, Elemental Priests, Surgeons, Healers.

Psionic Contacts: Psions, Psionic Academies, Psychic Street Gangs, Intelligent Psionic Creatures.

Wilderness Contacts: Scouts, Merchant Scouts, Rangers, Raiders, Slave Tribes, Explorers, Herders.

Sample Contacts

Following are a few sample contacts, presented to get your creative juices flowing.

Sons of Saraam (Organization)

Loyalty: 3

Connections: 5

Focus: Combat

Skills: Handle Animal (+11), Ride (+11)

Trait: Tactical Leaders

Description: The Sons of Saraam are a semi-tribal group of former slaves who have purchased their freedom and taken to acting as caravan guards and mercenaries. They are always mounted on fast-moving Crodlu. Their leadership consists entirely of well-trained

gladiators, who insist on perfection in their operations.

The Black Crow (Contact)

Loyalty: 2

Connections: 6

Focus: Criminal

Skills: Stealth (+14)

Trait: Calling Card

Description: The “Black Crow” of Balic is a well-known burglar. He is well known because he always leaves a dead black crow at the scene of every heist. If you can indulge his sense of adventure, he just might be willing to steal the unattainable for you... though he could just as easily sell you out.

The Swift Runners (Organization)

Loyalty: 4

Connections: 4

Focus: Fence

Skills: Appraise (+10), Bluff (+10)

Trait: Favour-Oriented

Description: If you’re willing to do a favour for this tribe of elves always on the move, they’re willing to put you into contact with sellers of any sort of wanted good, or move your hot item to a distant market – for a small price, of course.

Journey Experience Points

Players may have more than one character at once; however, only one character may be “active” at any single time. Additional, “inactive” characters are considered to be off doing something else.

Are they just sitting around, or are they on independant adventures? This is the player’s choice – characters off on their own solitary adventures can gain treasure, experience points, and allies, but they can just as easily meet a grisly end in a dusty athasian grave.

Journey Decision

Players can choose if their inactive character has gone on a solitary adventure or journey. This decision is made when the player decides to bring the inactive character back into play.

If the player elects to do so, he or she rolls on the Journey table below, and must abide by the result, even if that were to result in a character death. If a situation results in which the inactive character would not be able to make it to the rest of the party (due to imprisonment, or the length of time required for the journey), the player must use a different character to play.

Otherwise, the player notes the appropriate changes on the character sheet, updates the party if she so chooses, and game play resumes as usual.

Finally, any experience points earned while on a journey are recorded only on the earned character – 20% of this result does NOT go to other inactive characters.

Should I Journey?

The decision on whether to use this option or not is up to you. There is nothing forcing you to do so, and, in fact, the “safe money” is to refrain from doing so. However, the odds are rather firm that your character will actually benefit from journeying – there is only a 30% chance of your character suffering a significant negative effect, and a 40% of a significant positive effect.

Frequent use of this table, however, will no doubt bring some major penalty to your character over time, so think twice before using it with your favourite character!

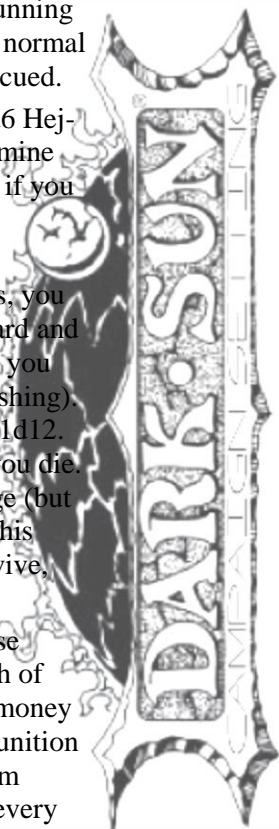
Journey Table

Roll 1d100 on the following table, and abide by the results.

1. **Character Death:** Your character dies a nameless death in the desert, leaving no trace of what happened to him.
2. **Disappearance:** Your character disappears, possibly dead or meeting some other unfortunate end. He could possibly return as an Undead NPC or some other plot hook in future games.
3. **Shapeshifter:** A shapeshifter of some sort tries to kill your character. Run a one on one combat with the GM. If you survive, you gain XP as normal. If you lose the fight, the shapeshifter kills your character and takes your place. You have the stats

of the shapeshifter, and you must keep your identity secret from the rest of the group. You can gain XP as normal in a class of your choosing; your goal, however, is to rob as many PCs as possible and then disappear.

4. **Traceable Disappearance:** Your character disappears. However, your party gets a clue as to your whereabouts, and could conceivably undertake a quest to rescue your PC. You can choose to play a character of an NPC class with a level equal to your normal character's level; if you do so, any XP you earn while running this NPC is transferred over to your normal character when your character is rescued.
5. **Ambush!** You are ambushed by 2d6 Hej-Kin, Nikaal, Tareks, or Elves (determine randomly). Run the fight normally; if you survive, you earn normal XP for the encounter.
6. **Significant Injury:** On your travels, you get hurt. Bad. Draw a critical hit card and roll 1d8 to figure out the injury type you suffer (1-4 blunt; 5-7 piercing; 8 slashing). The damage die is considered to be 1d12. If you are reduced to negative HP, you die. Otherwise, fully heal any HP damage (but not any ability damage) and repeat this process two more times. If you survive, you gain 250 experience points.
7. **Resource Loss:** During an otherwise uneventful adventure, you lose much of your gear. Lose all equipment and money packed on your character, any ammunition and potions you carry, and make item saving throws for your armour and every weapon you carry. You gain 250 experience points.
8. **Murdered Contact:** While adventuring, you lose a valued friend and barely escape with your own life. One of your individual contacts dies. You gain 250 experience points.
9. **Kidnapped:** You are captured by an enemy organization. This organization will contact your adventuring party with ransom demands. The ransom is usually a number of ceramic pieces equal to your XP



total divided by 10, though the party could conceivably figure out a rescue plan.

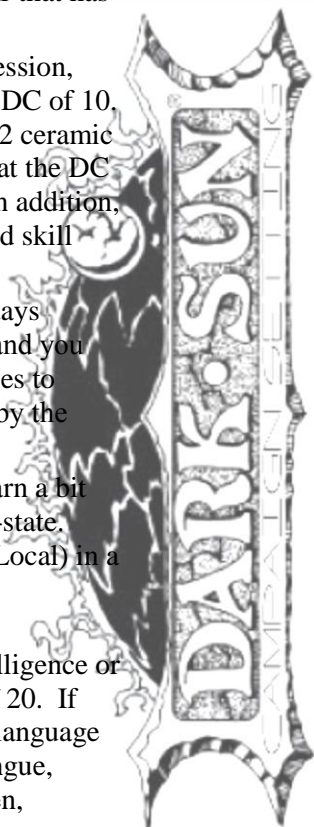
10. **Drain:** You encounter a very nasty creature in the wastes. You gain one permanent negative level.
11. **Ability Drain:** You get hit by something that is not very nice. You take 1d6 points of ability drain in a random ability score. This drain can be healed normally. You gain 250 experience points.
12. **Charges Lost:** In an adventure, you wind up having to use a treasured item. If you have an item that has charges, it loses 25% of its total charge value. If you do not, lose one magical potion. If you do not have any potions, lose 50% of any consumable ammunition your character may have. If you do not carry ammunition, make an item saving throw for your main weapon.
13. **Assassination Attempt:** There is a hit on your head, and an assassin tries to kill your character. The assassin is a level 1d4+2 rogue, fighter, ranger, or bard (random chance of each). Run the fight as normal, though the assassination can make a stealth check with a +5 bonus vs. your perception, and will get the surprise if he wins. If you survive, you gain the usual experience points and may even loot the body.
14. **Robbed:** You are cheated out of your money somehow, and lose 1d8 x 10% of the coinage your character carries.
15. **Disease:** You are exposed to a random disease (roll 1d8; 1: Blinding Sickness, 2: Bubonic Plague, 3: Filth Fever, 4: Leprosy, 5: Red Ache, 6: Shakes, 7: Cackle Fever, 8: Devil Chills). You have suffered from the disease for 1d4 days by the time you reach your companions.
16. **Criminal Charges:** You did something bad in a nearby city-state, and now there is a price on your head. Templars could very well be after you. Work out with the GM whether or not you deserve the charges (let's be honest, you probably do). Clearing your name or otherwise removing the charges will earn you a CR 4 quest reward.

17. **Enemy:** You gained an enemy, whether it is an organization, an individual, or a monster. The GM will determine this, based on your character's background and quest, but this enemy is at least CR 6 and will probably have contacts that will get in your way.
18. **Feeble-minded:** You are the recipient of a *feeblemind* spell. Your fellow adventurers will learn of your location, and can rescue you and figure out how to pay the requisite costs... if they like you.
19. **Enslaved:** You were caught and enslaved in one of the city-states. As is the usual custom, a messenger carries the message to your companions, and they have a chance to buy your freedom (or try to free you) before you are branded/tattooed and sold. You are sold at 75% of the normal slave price (as you have yet to be marked as property). Your party will only have 2d10 days to rescue you by the time they receive the message. There is a 25% chance you are not in the city they are currently in.
20. **Big Fall:** You are in the wilds when you fall. Make a climbing DC 20 check. If you fail, you will suffer a fall of 2d4x10 feet. You can use *Acrobatics* or *feather fall* to reduce this damage (but not ropes or anything, as your character did not expect this fall). If you are knocked into negative hit points, your character dies. Otherwise, your character had a frightening ordeal but survived. Gain 250 experience points.
21. **Quest Setback:** There has been a significant setback in a personal quest of your character's. This is determined by the GM.
22. **Lost in the Desert (On a Horse with no Name):** You get lost in the desert, and have to undergo a long period of survival. Your character is safe, but takes a long time getting home. You are in the desert for a total of 3d6 x 10 days, with the count beginning at the time your character first went inactive. Your character cannot become active until this count finishes. Do not tell the party what is going on; let them worry about it.

23. **Psionic Burnout:** Make a Will save against a DC of 20. If you fail, you lose your psionic wild talent.
24. **Compulsion:** You are put under a psionic compulsion, equivalent to a geas spell. Do not tell the other players about this geas. It will inevitably be some sort of quest your character must undergo secretly, pushing the rest of the group towards it.
25. **Bad Friends:** You have been alienated from an organization contact of your choice. They will no longer function for you, until you perform some sort of redemption quest.
26. **Irate Companion:** You have met someone, perhaps romantically, who seemed like a good idea at the time. However, once this meeting ended, the person decided he or she didn't like you much, and is now spending a large amount of time saying all sorts of bad things about you. Have fun with frequent embarrassment!
27. **Unlucky Spirit:** You have attracted the attention of an unhappy spirit of the land that seeks little more than to make your life miserable. The GM rolls 1d12 in secret. Each time you roll a d20, the GM can make you re-roll the die if it would result in a success, and keep the second result. He can do this a number of times equal to his d12 result, at which time the spirit gets bored and moves on. While under the haunting of the spirit, any natural "1" you roll has a considerably worse negative effect than usual.
28. **Broken Weapon:** Make an item save for your primary weapon. If the save fails, the item is destroyed (not broken).
29. **Battered Armour:** Lose one piece of armour, determined randomly. It is destroyed somehow in your travels.
30. **Unhappy Story:** You anger a bard, who spends time spreading a story of your misfortune and greed around the next city your group is in. This will lead to all sorts of fun, don't you think?
31. **Lost Animal:** If you have a mount, it is killed or otherwise lost. If you do not have

a mount, you lose an animal companion or familiar (possibly to natural causes). If you lack any form of animal companion, re-roll.

32. **Earnings:** You come across some money on your travels. You gain 1d4 silver pieces.
33. **Broke:** Life is difficult. You lose 1d4 silver pieces, or, if you don't have that much, all the money you currently carry.
34. **Scar:** You got hurt, and all you have to show for it is this nasty scar. You gain a noticeable (or not noticeable) scar that has no relevant game mechanics.
35. **Work on the side:** Make a profession, craft, or perform check against a DC of 10. If you beat the DC, you gain 1d12 ceramic pieces. For each 5 points you beat the DC by, you gain 1d3 silver pieces. In addition, you gain 1 rank in the background skill you used.
36. **Dysentery:** You spend several days battling dysentery. It's not fun, and you have some unfortunate experiences to relate, but otherwise you're fine by the time you return to the group.
37. **Friends in Low Places:** You learn a bit about street life in a random city-state. You gain 1 rank in Knowledge (Local) in a random city-state. You gain 100 experience points.
38. **The Local Lingo:** Make an intelligence or linguistics check against a DC of 20. If you succeed, you learn one new language from the following list: trade tongue, balician, northlander, tyrian, elven, dwarven, giant.
39. **Clue:** You learn a relevant clue to a personal quest. This clue is minor, but could lead to some bigger information.
40. **Fast Talk:** You get stuck in a bad situation. Make a bluff, intimidate, or diplomacy check against a DC of 20. If you succeed, you gain 500 experience points. If you fail, re-roll on this table, using a d20.
41. **Loot!** While adventuring, you find minor items with a value totalling 1d3 gold



pieces (usually potions, ammunition, and masterwork items).

42. **Slave:** You acquire a slave companion worth up to 150 ceramic pieces. What you do with this slave is up to you.
43. **Nothing But Time:** You get stuck in one city-state or another, doing pretty much nothing.
44. **Caravan Guard:** You do some work on a caravan. Make three perception checks, each against a DC of 15. For each one you succeed on, you gain a commendation. If you fail all three checks, you are left go from the caravan with no relevant earnings, and a poor reputation among caravaneers. If you get at least one commendation, you automatically earn 3d6 ceramic pieces. In addition, multiply this result by the number of commendations you earned. If you succeed on all three checks, you leave with a good caravan guard reputation, and can automatically treat future rolls on this table as a “44” if you choose. Being a caravan guard requires at least 10 days; if you haven’t been inactive for that long, you cannot resume play as an active character until this time passes. You earn 100 experience points from each commendation you earn.
45. **Legal Beagle:** You get caught up in the wrong side of the law. Make an intelligence check or a knowledge (law) or knowledge (local) check. If you are literate, you gain a +2 bonus on the check. In addition, for each 1 silver piece you spend beforehand, you gain a +1 bonus on the check. If you beat a DC of 15, you are safe, and learn a bit about the law, gaining 1d4 ranks in the background skill “Knowledge (Law)”. If you fail the check, you lose 1d4 gold pieces in fines or bribes – or all of your money and some time in prison if you do not have the funds.
46. **Theatre Troupe:** You start performing with a theatre troupe. You perform on the side, and make a very small amount of money doing so. You earn 1d4 ranks in a background perform skill of your choice (dance, singing, acting, and story-telling being the most common).

47. **Lost My Eyebrows:** Somehow, you lose all your body hair. Whether it’s from a burn, a magical effect, or anything else is up to you to decide. For added fun, don’t immediately tell the group how this happened, as if your character is embarrassed by it. Alternately, if you are a dwarf or mul, you instead *grow* visible body hair that will last for several weeks.
48. **Vampirism:** You can choose to be infected with a form of vampirism that does not harm you during the day and provides some significant advantages, at the cost of needing to “feed”. You can choose whether or not you wish to invoke this effect.
49. **Dropping Hints:** You and the GM will pretend something bad has happened for this session, but in reality, nothing has happened. The two of you will talk on the side, maybe roll some dice, and act in secret to get the rest of the group suspicious. Act maybe a bit suspiciously as a player while making perfectly normal character decisions during play. If, at the end of the session, the group seems a bit concerned or suspicious, you gain 500 experience points.
50. **New Weapon:** You gain a bone weapon of your choice.
51. **New Friend:** You acquire a new, random contact that belongs to a random city-state.
52. **Dinged Up:** Make an item saving throw for your primary weapon. If you fail, the weapon is broken (but not destroyed).
53. **Treasure Map:** You have acquired a treasure map. Keep it secretive for the first session your character returns to play; after this session, the GM will give you a treasure map prop that you can choose to follow or ignore as you see fit. If you wish, your character can even attempt to find the treasure on his own (by going inactive again – this will be figured out by you and the GM in private).
54. **Death in the Family:** Someone near and dear to your character dies. Your character spends a while grieving. No game effect.

55. **Boozing and Cruising:** You spend a lot of time on the town, doing a lot of drinking. You lose 1d3 silver pieces drinking far too much.
56. **Time on the Road:** you travel a lot, and gain 1d3 ranks in the background skill "Roads of Tyr Region". You earn 100 experience points.
57. **Time on my Own:** You learn a bit about a fringe hobby. You gain 1 rank in a background skill of your choice. You earn 100 experience points.
58. **Minor Adventure:** You get on a minor adventure. Make it up yourself, but you earn 1d6 x 100 experience points if you can relate a relatively interesting story to the rest of the group before the session is over.
59. **Minor City Adventure:** You get up to no good in a city of your choice. You earn 1d6 x 100 experience points if you can relate your interesting exploit to the rest of the group before the session is over.
60. **Minor Wilderness Adventure:** Something happens out in the bush. Make up an interesting tale to tell. You earn 1d6 x 100 experience points if you can relate to the rest of the group your tale before the session is over.
61. **Balician Politico:** You got involved in a political incident in the city-state of Balic. This takes at least thirty days of inactive time. You gain 2 ranks in the background skill Knowledge (Politics), learn Balician as a language if you did not already, and gain a politically-based contact based in the city of Balic. Gain 250 XP.
62. **The Artful Dodger:** You get in a situation where your dodging skill will come in handy. Make three ranged attacks with a +7 bonus against your AC. Each hit deals 1d10+1 damage. If you are knocked to negative hit points, you are taken prisoner, as #9: *Kidnapped*, above. Otherwise, you survive and gain 500 experience points. If you dodge all three attacks, you instead gain 750 experience points.
63. **A Learning Experience:** You get in an adventure that is quite exciting. You gain 2d6 x 100 experience points.
64. **Scrolls:** You come across some illegal scrolls. You find 1d4 scrolls, each containing an arcane or divine spell of level 1-3.
65. **Minor Magical Item:** You gain a minor magical item in your travels, determined randomly on the table in the core rulebook. If a weapon is rolled, the weapon is bone or obsidian (determined randomly). The GM has the right to reroll if he does not like the result rolled.
66. **Windfall:** You get a good chunk of wealth somehow. You gain 1d4 gold pieces.
67. **Gulgite Hunter:** You spent at least thirty days hunting and foraging in the city-state of Gulg. You gain 1 rank in the background skill Knowledge (Gulgite Hunter Customs), and learn to speak Balician if you did not already. In addition, you return with a bronze (agafari) shortspear. Gain 250 XP.
68. **Dead Traveller:** While wandering, you found a dead traveller, with a small amount of gear. He carried no weapons, but had on him 200 ceramic pieces' worth of equipment, which you can pick out from the item list.
69. **Quest Progress:** You have a chance to progress or even complete your character's private quest (if he has one) or a newly acquired quest. If the rest of the group agrees, the next session can be spent resolving this quest, with the current session using a different character of yours. If the group agrees to a side quest, your character is the only active character present; every other player chooses a NPC class, with 1d6 levels in that class. This NPC is made using the normal NPC rules, and lacks wild talents. If the NPC survives the end of the adventure, that player can transfer all experience points to a character of their choice. If the NPC dies, the player instead gets to transfer 50% of the XP earned to a character of their choice. You



earn experience points normally on this side quest.

70. **Questing Companions:** As “69: Quest Progress” above, except other players can choose to instead have 1d4 levels in a PC class of their choice instead of 1d6 levels in an NPC class.

71. **Tough Quest:** As “69: Quest Progress”, above, except other players instead have one level in a PC class of their choice, or 2 levels in an NPC class.

72. **Quest with a Friend:** As “69: Quest Progress”, above, except you can request one normal PC controlled by another player (who is currently inactive) to come along. The other players can have 1d3 levels in a PC class, or 1d6 levels in an NPC class.

73. **Classed Quest:** As “69: Quest Progress” above, except all other players control characters in the same class as your own character class. Each is 2 levels lower than you, or level 1 (whichever is higher). The quest will probably be based around your class’s strengths.

74. **Nibenese Dancer:** You spent some time in a dancing or thieving troupe in Nibenay, the reasons of which are left up to you. You gain 2 ranks in Perform (Dance) as a background skill, and learn to speak Balician if you did not already. This result requires at least thirty days of absent game time. Gain 250 XP.

75. **Good News, Everybody:** You automatically gain a level, or 5,000 experience points if you are already 6th level.

76. **Talent Discovery:** You gain a new wild talent. Roll on the table once, and gain the new power.

77. **Potions:** You acquire 1d3 potions, each containing a randomly determined spell from levels 1 to 3.

78. **Book Learning:** You find a few arcane spells in your travels. If you memorize arcane spells, you learn 1d3 random spells of the highest level you can cast. Otherwise, you find 1d3 randomly determined scrolls.

79. **Urikite Auxiliary:** You spent thirty days (at least) in an Urikite Auxiliary military unit, most likely in the wastelands ferreting out raiders and Nikaal. You gain 1 background rank in Knowledge (Skirmisher Tactics), as well as proficiency in the heavy pick. In addition, you learn to speak northlander, if you did not already. You return with an obsidian heavy pick in your possession. Gain 250 XP.

80. **Ride On:** You acquire a mount, with full riding equipment. This mount can be a crodlu, inix, or kank (your choice).

81. **Psionic Tutelage:** You gain some instruction from a wandering psionic mentor. This process takes 15 days. If you are a wild talent, you can use your power one more time per day if it has daily uses, or one more time per week if it has weekly uses. In addition, you are considered to be psionically trained for purposes of psionic feats. If you are a psionic-based class, you instead gain one additional power point.

82. **Test your Metal:** You find a metal weapon or single piece of armour. If a weapon, it is a martial one-handed weapon of your choice. If a piece of armour, it is a metal piece of medium or heavy armour that is not a breastplate. In either case, the object is sized for you. Gain 100 XP.

83. **Magic Waters:** On an adventure, you find a magical spring that will either improve upon your health, or make you ill. You can choose to invoke this if you wish. Randomly determine an ability score, and then roll 1d20. If you roll a 6 or higher, improve that ability score by +2. If you roll a 5 or less, instead lower the ability score by 2 points. If you roll a natural 20, improve two random ability scores by +2. Also, gain 250 XP.

84. **Fountain of Youth:** You find a magical fountain, guarded by strange religious folk. You get a single sip from the fountain, decreasing your age by 2d8 years (though it cannot be reduced below your base starting age). In addition, gain 250 XP.

85. **Social Status:** Randomly determine a city-state. You gain much respect in that city-state, at least in a particular social group (nobles, slaves, freemen, or merchants). This translates to a +2 bonus on all charisma-based checks on people of the appropriate social group while in that city. In addition, gain 250 XP.
86. **Draji Soldier:** You got conscripted into the Draji army for at least thirty days before you were able to escape. You gain proficiency with the Macahuitl, if you were not already, and learn Northlander as a bonus language. In addition, you return with a bone Macahuitl in your possession. Gain 250 XP.
87. **"They Built a Statue?"** You did....something... that caused someone somewhere to build a statue of you. Write this down on your character sheet. Any time you are in an urban situation that is not a city-state, you can tell the GM that this is where they built the statue of you. Surprise your friends! In addition, gain 250 XP.
88. **Recovery:** Gain back all of your action points – somewhere along the line, you got hit hard. Real hard.
89. **Profiteering in Raam:** You tried to make a profit in Raam by manipulating the population, traders, nobles, and templars. This takes at least thirty days of game time to accomplish. When you finish, you gain 1d6-1 gold pieces. In addition, you learn Northlander as a bonus language (if you did not already speak it), and gain 1 rank in knowledge (fence) as a background skill. Gain 250 XP.
90. **Major Wilderness Adventure:** You went on a massive adventure in the wastelands, taking at least twenty days of game time. While on the adventure, you gain 3d4 x 100 XP, which you can gain only if you relate to the rest of the group a convincing story before the session is over. In addition, you gain 2 ranks in two different background skills related to your adventure.
91. **Major City Adventure:** You went on a massive adventure in the urban sprawl, taking at least twenty days of game time. While on the adventure, you gain 3d4 x 100 XP, which you can gain only if you relate to the rest of the group a convincing story before the session is over. In addition, you gain 2 ranks in two different background skills related to your adventure.
92. **Tyrian Revolutionary:** You got involved in the Tyrian Revolution. This takes at least thirty days of game time. While there, you learn Tyrian as a language (if you did not already know it), and gain 2 ranks in the background skill Knowledge (Revolutionary Doctrine). Finally, you gain two pieces of studded leather armour that are not breastplates, and an iron dagger that you lifted off the body of a loyalist soldier. Gain 250 XP.
93. **Altaruk Defence:** You were in Altaruk and had to defend the town from a giant raid! Make three attack rolls using your best weapon against an AC of 16. For each hit, gain 1d6 silver pieces as the township thanks you in gratitude for your defence. If all three attacks are hits, add an additional 1d12 silver pieces to the final total. If you miss all three times, you are severely damaged in the attack, and knocked into a coma – you remain out of gameplay for 4d12 days (though this might still mean you can play the PC, depending on how long she has been absent). Gain 250 XP.
94. **Two Men Enter...:** You fought in an arena! You gain 2 ranks in the background skill Gladiatorial Chants, and proficiency with an exotic weapon of your choice.
95. **Kreen Association:** You spent at least 15 days among thri-kreen, whether hunting them or with them (your choice). You gain proficiency with the chatchka and gythka, and can speak thri-kreen as a bonus language. You also gain 1 rank in the background skill Thri-Kreen Customs.
96. **Caught in a Rainfall:** You found yourself in an honest-to-elements rain storm. The



sight was something to behold. You return to play with all of your waterskins filled, and also gain two additional waterskins. You also gain 100 XP from the sheer beauty of the sight.

97. **Great Adventure:** Roll twice on this table.

98. **Great Adventure:** Roll twice on this table.

99. **Epic Adventure:** Roll three times on this table, and choose two results.

100. **Epic Adventure:** Roll three times on this table, and choose two results.

Magic & Psionics

Magic and Psionics are common enough, and the after-effects of unchecked defiling are seen daily by almost every intelligent creature in the Tyr Region, who only need look out at the billowing wastes to realize the destructive potential of arcane magic.

While psionics are known to have no environmental impact, those who lack any significant wild talent look upon masters of “the Way” with at least some mild trepidation, though admittedly, this fear is far less than that given maddened elemental priests and power-hungry defilers, who would surely face a lynch mob if they made their powers known.

Defiling and Preserving

Arcane magic on Athas drains the very life force from the land. Is it no wonder that the people, looking out upon a barren and nearly lifeless land, fear and loathe all of those who channel arcane magic?

Stealing such life is the easier and more powerful way to channel arcane energy, though it is not the only way. Those who wish to follow the less seductive, difficult to master method of preserving do exist, though they are

outnumbered considerably by their defiling counterparts. While they are motivated often as much by pragmatism than out of any desire to save the world, Preservers choose to take a moral high road that is ignored by defilers.

Arcane PCs and Preserving

Arcane player characters (that is, any character capable of casting arcane spells) begin play with the Preserver feat as a bonus feat. This feat allows PCs to cast spells without needing to defile. However, it can be lost if the character chooses to defile one too many times; it can be regained only by spending a feat slot to reacquire it. Non-Player Characters, however, must spend one of their feat slots to take this feat; they do not receive it for free.

Defiling

Any time a character casts a spell, he can choose to defile the land, or preserve the land (if he has the preserver feat). Defiling is wild and unpredictable, but usually more powerful – however, it turns a radius of plant life into fine, lifeless ash, and causes physical discomfort to all nearby life.

A defiling character gains a bonus or penalty to his caster level depending on the terrain he is defiling in. In addition, if he has specialized into becoming a defiler, he may be able to add

Table XX: Defiling Terrain

Terrain Type	Defiling Radius	Caster Level	Perception DC	Corruption Modifier
Desolate	15 ft. x Spell Level	+1d4-3	14	+0
Barren	8 ft. x Spell Level	+1d4-2	12	+0
Infertile	4 ft. x Spell Level	+1d6-3	10	+1
Fertile	2 ft. x Spell Level	+1d6-2 ¹	8	+2
Abundant	1 ft. x Spell Level	+1d8-3 ¹	5	+4

(**Desolate** includes the salt flats and silt sea; **Barren** terrains have a little bit of life and include boulder fields and some mountains, **Infertile** is the default athasian terrain type and includes most stony barrens, urban areas, and some scrublands; **Fertile** are areas of relatively abundant plant life and include plains, savannahs, mud flats, oases, and swamps; **Abundant** areas are those thick with vegetation, such as forests, oases, and gardens).

¹ Characters cannot gain a bonus to their caster level higher than +3. Any leftover “levels” must be spent on available defiler boons (if any).

defiling boons to his final spell effect (see below).

The Defiling Check

Upon choosing to cast a spell, the defiler rolls a die as indicated on *table XX: Defiling Terrain*. This result is added to the character's caster level to determine the final result of the spell.

After casting the spell, the indicated radius of plant life within the defiler is turned into lifeless ash. Further spell-castings while within this radius expand the radius by five feet per casting.

Defiler's Boons

Defilers cannot gain more than three bonus caster levels on spell checks; excess points can be spent on any *defiler's boons* the character may have to further modify the spell.

Defiler's boons are special feats that can be applied after the defiling check is made. These boons allow the caster to gain additional minor benefits at the cost of one Caster level bonus point. A character can spend as many (or as few) such caster level boosts on defiling boons. In many ways, they function much like metamagic feats.

However, a character cannot reduce the caster level modifier below zero through the use of boons.

Taking Your Time

Defilers can take their time when defiling. Doing so increases the defiling radius by 50%, and increases the spell's final caster level by +1 (this can exceed the usual +3 cap, though it cannot be spent on defiler boons).

If a defiler chooses to take his time when defiling, he either doubles the casting time of the spell (if it has a casting time of 1 round or more) or takes an entire round to cast the spell (if it has a casting time of one full round action or less).

Being Noticed

Defiling tends to draw a lot of attention. Defilers that cast spells are fairly noticeable –

the DC as given on Table XX: Defiling Terrain is the DC for any perception checks to notice the defiler, as modified by any applicable terrain.

The Cost of Power

Characters that have the preserving feat can choose to defile (and benefit from any defiling boons they may have access to). However, there is a risk in so doing – preservers could feel the rush of power and be forever corrupted, losing the ability to choose to preserve.

Every time a preserver chooses to defile, he must make a Will save with a DC equal to 10 + spell level + the terrain's Corruption modifier. If he fails this check, he loses the preserver feat. A "1" is always considered a failure.

An Example of Defiling

Archos the Mad, a preserving 5th-level evoker from the city-state of Balic, finds himself being charged by a band of Gith seemingly enslaved by a psionic beetle. Archos, finding himself in a rather lush oasis, is loathe to destroy the terrain, but also knows that he has only moments before the group reaches him, and so decides to hit them with a well-placed fireball.

Archos chooses to defile the land when he casts the spell. The GM determines that the oasis counts as fertile terrain. Consulting table XX: *Defiling Terrain*, it is determined that Archos' fireball turns a six foot radius of plant life around Archos into ash.

Archos' player then rolls 1d6-2 to determine the bonus to his caster level; he rolls a 6 on 1d6, the max result, granting a bonus of +4. Since only three points of that bonus can be spent to improve the spell's caster level, Archos' player decides to spend the remaining point on the single defiler's boon that Archos has, the boon Unshakable Magic, which improves the DC to save against the spell by +1. Archos' madness in choosing a defiling feat is coming in handy right now.

The spell is considered to be cast by an 8th level caster (resulting in 8d6 damage), and the DC to save against the spell is 17 (10 plus three from the spell level, three from Archos' high intelligence, and one from his defiler boon). The fireball rips out of Archos' hands and turns the

Gith and the psionic beetle into bits of flaming debris. Archos realizes that defiling has probably saved his life – the oasis effectively granted 3d6 more points of damage, and a higher DC for victims to save against.

Were any passers-by trying to determine who cast the spell, however, they would probably clearly realize it was Archos who cast the spell, as the DC to spot him with a perception check is only 8.

After the smoke clears, Archos feels a rush of power and pleasure, and must fight the urge to continue the path of defiling. He must make a saving throw, with a DC of 15 (10 + the fireball's spell level [3] + 2 from the terrain's corruption modifier). Archos' will save is +6, and his player rolls 1d20, getting a final result of... 14. Archos unfortunately succumbs to the rush of power, and loses access to the preserver feat. He will forever after be unable to cast spells without defiling, unless he goes through the process of relearning arcane magic.

Zero Level Spells

Characters in d6 Dark Sun do not receive unlimited uses of their 0th level spells. Instead, they can use them a limited times per day, just as if they were normal spells.

Characters can cast a number of zero level spells per day equal to half their spellcasting level, plus their appropriate ability modifier.

Level zero spells can also be spent to “fuel” metamagic feats during play, as described below.

Metamagic Feats

Metamagic feats can be powered by zero level spells. These can be applied suddenly, and do not need to be memorized in advance.

Each 0 level spell counts as one half a “level” to power a metamagic feat; thus, the silent spell metamagic feat requires two 0 level spells to be sacrificed.

Metamagic casting in this way does not take spontaneous casters additional time.

Wild Talents

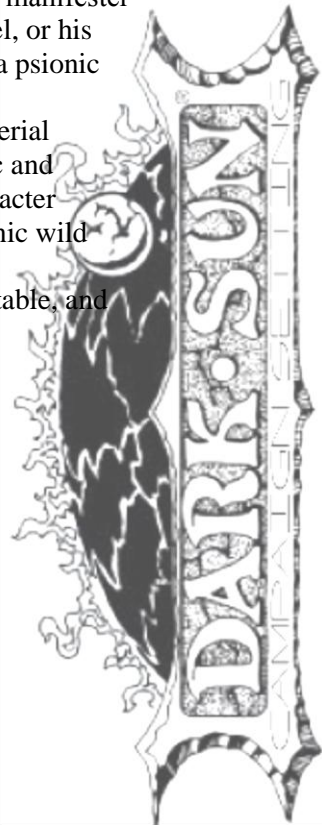
All Athasian PCs are psionic Wild Talents, individuals with innate psychic powers. Upon character creation, a player can roll on the psionic wild talent table, below. He gains the ability to manifest that power the listed times per day. If a power would normally be an arcane or divine spell, the character still manifests it as if it were psionic.

The DC to resist any character's psionic powers is equal to 10 + ½ manifesters level + Cha or Wis modifier. The character's manifesters level is equal to half his character level, or his character level if he has any levels in a psionic class.

No wild talent ever requires a material component, though it requires somatic and verbal components as normal. A character cannot use metamagic effects on psionic wild talents.

Human PCs can roll twice on the table, and choose which result to keep.

D100	Power
01-02	<i>Augury</i> 1/day
03	<i>Bleed at will</i>
04	<i>Biofeedback</i> 1/day
05	<i>Blur</i> 1/day
06-07	<i>Body Adjustment</i> 1/week
08-09	<i>Body Equilibrium</i> 1/day
10-12	<i>Burst</i> 2/day
13-14	<i>Catfall</i> 2/day
15-16	<i>Cause Fear</i> 2/day
17-19	<i>Chameleon</i> 2/day
20-21	<i>Charm Person</i> 2/day
22-23	<i>Command</i> 2/day
24-25	<i>Comprehend Languages</i> 2/day
26-29	<i>Conceal Thoughts</i> 2/day
30-32	<i>Control Flames</i> 2/day
33-34	<i>Cure Light Wounds</i> 2/day
35-36	<i>Daze at will</i>
37-39	<i>Danger Sense</i> 2/day
40	<i>Delay Poison</i> 1/day
41-42	<i>Disguise Self</i> 2/day
43-45	<i>Detect Magic at will</i>
46-47	<i>Detect Poison at will</i>
48-49	<i>Ego Whip</i> 1/day
50-52	<i>Empathy</i> 2/day
53-54	<i>Feat Leech</i> 1/day



55	<i>Find Traps</i> 1/day
56-57	<i>Force Screen</i> 2/day
58-59	<i>Ghost Sound</i> at will
60	<i>Hammer</i> 2/day
61-62	<i>Hide from Undead</i> 2/day
63-64	<i>Identify</i> 2/day
65-66	<i>Know Direction</i> at will
67	<i>Light</i> at will
68-69	<i>Locate Object</i> 1/day
70-72	<i>Mage Hand</i> at will
73-75	<i>Message</i> at will
76-78	<i>Mind Thrust</i> 2/day
79-80	<i>Misdirection</i> 1/day
81-83	<i>Obscure Object</i> 2/day
84	<i>Psionic Scent</i> 1/day
85-87	<i>Remove Blindness/Deafness</i> 1/week
88-89	<i>Sense Link</i> 2/day
90	<i>Speak with Dead</i> 1/week
91	<i>Spider Climb</i> 1/day
92	<i>Stabilize</i> at will
93	<i>Suggestion</i> 1/day
94	<i>Sustenance</i> 3/week
95-96	<i>Ventriloquism</i> 3/day
97-00	Roll Twice on this Table

New Psionic Powers

Following are powers unique to the lands of Athas. Some are updates from second edition spells, while others are taken from third party sources. A few were even created whole cloth by yours truly.

Accelerate

Discipline: Psychometabolism
Level: Psychic Warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 5

As *haste*, except as noted here.

You drastically alter your own metabolism, gaining speed and agility. When the power ends, you become fatigued for a period equal to the power's duration.

Augment: You can augment this power in one or more of the following ways.

1. For every 2 additional power points you spend, your bonus on attack rolls and bonus to AC and Reflex saves increase by 1.

2. If you spend 4 additional power points, you can manifest this power as a swift action instead of a standard action.

3. If you spend 5 additional power points, you do not become fatigued at the end of this power's duration.

Alter Self, Psionic

Discipline: Psychometabolism
Level: Psion/wilder 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level (D)
Power Points: 3

As *alter self*, except as noted here.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour/level.

Deflect Strike

Discipline: Psychokinesis [Force]
Level: Psion/Wilder 2, Psychic Warrior 2
Display: Auditory, visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 levels)
Target: 1 creature
Duration: 1 round
Saving Throw: Will negates
Power Resistance: Yes
Duration: 1 round/level (D)
Power Points: 3

This power psychokinetically deflects the next attack of a creature within range. The target's next melee, missile, or ranged touch attack that round suffers a -20 penalty to the attack roll.

Augment: If you spend 6 additional power points, you can manifest this power as an immediate action.

Detect Life

Discipline: Clairsentience
Level: Psion/wilder 2
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level

Saving Throw: none

Spell Resistance: No

Power Points: 3

You can detect living creatures in a cone emanating out from you in whatever direction you face. The amount of information revealed depends on how long you search a particular area.

1st Round: Presence or absence of intelligent life in the area.

2nd Round: Number of individuals in the area, and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If a creature is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect creatures in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

New Spells

Following are spells unique to the lands of Athas. Some are updates from second edition spells, while others are taken from third party sources. A few were even created whole cloth by yours truly.

Backlash

School: Abjuration

Level: Druid 1, Wizard 2

Casting Time: 1 standard action

Components: V, S, M

Range: Close (25 ft. + 5 ft/2 levels)

Area: 40 ft. Radius burst

Duration: 1 day/level or until discharged (D)

Saving Throw: Fortitude half

Spell Resistance: Yes

Also known as the *preserver's scourge*, this spell makes the ground dangerous to defilers. Should a defiler try to tap into land that is protected by a backlash, she automatically takes 1d6+1 points of damage for every two caster levels you have (maximum 5d6+5). The defiler must make a Concentration check (DC 15 + spell level) in order to continue casting her spell.

Once it has inflicted damage, the spell is discharged and the ground returns to normal. Only one backlash can be cast on any given plot of ground.

Material Component: A thorn.

Confessor's Flame

School: Evocation (Fire)

Level: Templar 4.

Casting Time: 1 round

Components: V, S, M

Range: Touch

Target: Creature Touched

Duration: 1 minute

Saving Throw: Will negates

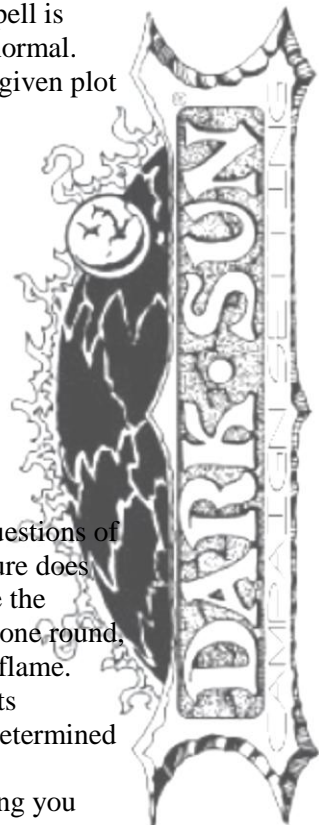
Spell Resistance: Yes

This spell allows you to demand questions of any creature within range. If the creature does not reply with what you consider to be the correct answer to the question, within one round, part of the creature's body bursts into flame. While some claim that this spell detects falsehoods, in fact the answer is pre-determined by the caster.

Subjects can avoid damage by telling you exactly what you want to hear. Ignorance or silence is no defence. Targets can escape by leaving the spell's range or by silencing or killing you, preventing you from asking more questions.

The spell is limited to 10 questions – one per round. The first time that a question is answered “incorrectly” (or not answered) a target takes 1d12 fire damage, the second time, 2d12 damage, the third time, 3d12 damage, and so on. A target must answer your question (correctly) within one round or take damage.

Focus: An open flame.



Defiler Scent

School: Divination

Level: Cleric 1, Druid 1, Inquisitor 1, Templar 1 Wizard 1

Casting Time: 1 standard action

Components: V, S,

Range: Close (25 ft. + 5 ft/2 levels)

Area: 20 ft. Radius burst

Duration: instantaneous

Saving Throw: none

Spell Resistance: No

You can smell the presence of defilers within the spell's area of effect. This spell does not reveal the number of defilers, their locations, or their strength; just their presence or absence. If there are defilers in the spell's area of effect, you smell the very strong odour of smouldering meat.

Magic Trick

School: Illusion (Phantasm) [Mind-Affecting]

Level: Wizard 2

Casting Time: 1 standard action

Components: M

Range: Close (25 ft. + 5 ft/2 levels)

Area: 20 ft. Radius burst

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

First developed by arena mages who used it to help disguise their spellcasting, this spell conceals the casting of other magic. When cast, magic trick makes other magic seem to be the result of ordinary prestidigitator's tricks. You receive a +10 circumstance bonus on resisted Bluff checks made to disguise spellcasting while the spell is in effect.

Material Component: A tiny cloth mask with no eyeholes.

Revitalize

School: Conjuration (Healing)

Level: Bard 1, Cleric/Oracle 1, Druid 1, Templar 1.

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: Creature Touched

Duration: instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Harmless)

When laying your hands upon a willing target, you are able to imbue the target with vitality and energy. Provided the target is

unharmed, he regains 2d8 reserve points, plus 2 per caster level. If the target has taken any damage, even a single hit point of damage, this spell does not function.

The World of Athas

Marking the Years

Athas is a desert-sun-scorched and wind-scoured, parched and endless, but that does not mean that the landscape is monotonous. Far from it; over each hill, behind each dune, the terrain is more awesome, more spectacular, and more beautiful than any one has seen before. North or south, east or west, Athas contains natural wonders and dangers undreamed of on other worlds.

Storms blow in from the Sea of Silt, walls of pearly dust billow ten thousand feet into the air, then come roiling ashore like a mountain range crashing down about unwary travelers. There are hundreds of different kinds of terrain on Athas, from wind-scoured pebble flats to twisted badlands canyons to gleaming sands to jumbled boulder fields.

In this chapter, the world of Athas is examined from the point of view of the Tablelands, also known as the Tyr Region, the region that has influenced Athas (for good or bad) the most.

Much of the information herein has been culled from external sources.

Every city-state and merchant house has its own calendar, but the most commonly used is the Calendar of Kings. In the Calendar of Kings, years are counted off using a pair of concurrently running cycles: one of eleven parts, the other of seven. The eleven-part, or *Endlean* cycle, is counted and spoken first, in the order presented below. The seven-part, or *Seofean* cycle, is counted and spoken second. The Endlean cycle is complete when Athas' two moons, Ral and Guthay, meet in the heavens, resulting in a major eclipse that occurs every 11 years. The Seofean cycle is more abstract, occurring after Agitation has led back to Fury in the cosmos.

Every 77 years the cycle repeats itself, ending with a year of Guthay's Agitation and starting again with a new year of Ral's Fury. Each 77-year cycle is called a King's Age. There have been 189 complete King's Ages since this calendar was adopted more than 14,500 years ago.

So, the first year of each King's Age is a year of Ral's Fury. The next year is a year of Friend's Contemplation, etc. The 76th year of each King's Age is a year of Enemy's Reverence, followed by the 77th year, a year of Guthay's Agitation.

While each city-state has its own official calendar, the dynastic merchant houses have, over the centuries, come to use a standardized book of days. This has evolved slowly over time as the need to efficiently coordinate activities with trading partners grew.

The calendar is generally referred to as the Merchant's Calendar. In the cities, it usually bears the name of the largest merchant house (which also generally receives the credit for inventing it).

The Merchant's Calendar divides the 360-day year into three 115-day seasons—High Sun, Sun Descending and Sun Ascending, with

Endlean Cycle

Ral
Friend
Desert
Priest
Wind
Dragon
Mountain
King
Silt
Enemy
Guthay

Seofean Cycle

Fury
Contemplation
Vengeance
Slumber
Defiance
Reverence
Agitation

Time

Each year is made up of exactly 360 days: the exact time between highest suns. Athasians have no seasons that govern their thinking of time, for there is no marked difference in temperature or weather patterns. However, the year is divided into three equal phases: High Sun, Sun Descending, and Sun Ascending. Highest sun is the first day of the year, and lowest sun indicates the midpoint of the year (which, incidentally, occurs at midnight and is generally observed in night-time ceremonies).



three five-day holidays between (Solitude, Red Sand, and Year's End). There are no "months" to speak of, with days described simply as "the 56th day of Sun Ascending", for example. The year begins on the day of Highest Sun, midway through the season of High Sun.

The campaign begins in the year of Priest's Defiance, in the 190th King's Age.

Supernatural Forces

Supernatural forces saturate the Athasian landscape, shaping the world and its inhabitants in significant ways. In general, these forces can be categorized in one of three ways: priestly magic, wizardly magic, and psionics. Each plays an important part in the cycle of life and death on Athas.

Priestly Magic

Athas is a world without true gods. As far back as the earliest days of the Green Age, people have believed in gods, but there exists no true gods on Athas. Unlike the other worlds of the multiverse, where true gods do exist, Athas has never had any, and it never will. So priestly magic on Athas comes from two lesser sources: the elemental planes and the sorcerer-kings.

Elemental clerics and druids draw their power from the elemental planes, while templars draw theirs directly from the sorcerer kings.

Elemental clerics pay homage to one of the four elemental forces: earth, air, fire, or water. These forces are like the desert itself, neither benevolent nor malevolent. They care only that their natural forms be preserved in the material world. As long as an elemental cleric keeps the pact he made with his patron element, he'll continue to receive spells to use in that element's service. Elemental clerics have no all-encompassing hierarchy, no great temples to call worshipers to, no holy books to draw knowledge and inspiration from.

They tend to be loners and wanderers who travel the world in the service of the elements they revere.

Druids are a special class of priest who work to save the dying world. A druid serves nature and the ecological balance by selecting a particular natural feature or aspect of Athas to bind with. Throughout Athas, unique geographical features are guarded by spirits of the land. The druids serve these spirits, gaining their powers from the elemental planes through these supernatural guardians.

Templars, on the other hand, receive their power from one of the sorcerer-kings. Are the sorcerer-kings gods? No, even though most of them have claimed to be. The power comes from the same place all priestly power on Athas comes from, the elemental planes. The sorcerer-kings bestow spellcasting abilities on their most loyal servants.

These priests, dedicated to a single sorcerer-king, are called *templars*. Currently, templars with the ability to cast priest spells exist in all of the city-states with the exception of Tyr, which has thrown off the shackles of the sorcerer-king Kalak.

Wizardly Magic

The magic used by wizards is significantly different from that of the priests, both in where it comes from and how it's used. Wizardly magic converts the energy of living things into magical power that can be shaped into spells. Generally, wizards can only tap the energy found in plants; such wizards fall into two categories: *preservers* and *defilers*.

Preservers have a deep and abiding respect for the life forces of the world. They take great care to balance their gain of magic against the cost of life energy so as not to create adverse effects. Preservers take only enough life energy from plants to produce a spell effect, being careful not to take so much that the neighbouring plants can't recover.

Defilers, on the other hand, care only for power, revelling in it as it courses through their bodies. They don't care about the life forces that are lost when they weave their webs of magic. Nearby plants wither and die when a defiler draws power for his spells, and the fertile soil surrounding him turns to sterile ash. The

sorcerer-kings are defilers of the highest order, and they combine wizardry with psionics. They can draw the energy for spells from not only plants, but from all living things—including animals and humans. This makes the sorcerer-kings extremely powerful and very dangerous to the world and its inhabitants.

Wizardly magic is the cause of most of Athas's problems, mostly due to the defilers and the sorcerer-kings. As such, wizards are almost universally feared and shunned. The use of wizardry in many of the city-states is a criminal offense punishable by death.

In the communities beyond the walls of civilization, wizards can sometimes find homes, but more often they find suspicion, fear, and death.

There are a few notable exceptions to the rule. The Free City of Tyr, for example, welcomes preservers and allows them to openly practice their art. Elf tribes enjoy the protection afforded by wizards, and even provide spell components for sale on the black market. The sorcerer-kings keep a few defilers on hand to provide magical power, though these "court wizards" are usually kept in secret and out of the public eye.

In most other places, wizards (defilers and preservers both) must hide their true identities. A secret organization called the *Veiled Alliance* operates in many cities, towns, and villages, offering some small aid to preservers, but otherwise wizards are on their own.

Psionics

The third supernatural force prominent in the world is *psionics*, the power of the mind. Psionics isn't magic. It doesn't use power provided by an outside agent or pulled from an external source. Instead, psionics draws upon the user's own inner resources to produce extraordinary effects.

Psionics is one of the cornerstones of Athasian life and society. Most living things possess some ability to use psionics, and all have developed at least minimal defences against it. Almost every individual in the world is at least a wild talent, and even plants and animals have

developed psionic disciplines to help them survive the brutal wilderness. In civilized regions, psionics has become a tool for advancement and political survival.

A few have advanced beyond the natural talents they were born with to become full-fledged psions. These people study and practice, honing their psionic abilities to great heights. A psion works to perfect mind, body, and spirit into a unified, powerful whole. With an internal (or psionic) strength that comes from deep inside (from a place referred to as "the nexus"), a psion gives form and purpose to his will.

Athasians call innate psionic ability "the Will," though psions also refer to their reserve of mental strength with this term. Wild talents have the Will, but rarely can they move beyond the single ability nature has provided them. The study of psionics and the refinement of psionic ability is called "the Way." While the Will makes the use of psionics possible, only through the Way can a person truly master the powers of his mind.

Unlike other forms of magic, psionics is an accepted part of life on Athas. Wild talents and psions aren't feared. Instead, a community's psionic members are valued as vital assets and encouraged to improve. In many ways, psionics has become the edge needed to compete and survive in this unforgiving and dangerous world. Some even believe that psionics can be used to compensate for the deterioration of Athas's vital resources, but this has yet to be proven in any significant manner.

Every city in the Tyr Region has schools devoted to the Way, and wandering teachers can even be found in the wilderness. It isn't unusual for a priest or a wizard or a warrior to attend an Academy of the Way to develop his or her psionic abilities. Rumours of a psionic fraternity called *the Order* persist throughout the Tyr Region. Whether this rumour is true or the whispered speculations of sun-addled minds is often debated over a warm cup of Broy on a slow tavern night.



A Barren World

With the exception of sand and sun and burning heat, very few things can be found in abundance on Athas. The basic necessities of life are as scarce as a friendly halfling, so every living thing works hard to attain food and safeguard water.

The land gives up its meagre resources only after much trouble, for it is stubborn and miserly in the extreme. Hunters must spend the better portion of their days just searching for prey, not to mention actually catching it and preparing it to eat. Herders must constantly move from place to place to find good grazing land, and when they do they have to defend it from the predators their herds attract. City dwellers may have the hardest lives of all. Though they know where their next meal is coming from, it takes legions of workers toiling in the fields to support a city's population. At the same time, armies of soldiers patrol the fields to keep scavengers and raiders at bay.

Water is an even more important commodity in this hot, arid world. There are few open bodies of life-giving fluid, and these are jealously guarded by those who have claimed them. Most of Athas's water supply is deep beneath the ground. In some places the water naturally bubbles to the surface, forming a small spring or oasis. In other places, wells have been dug to obtain the precious water.

Given that food and water is essential for life to exist, it shouldn't come as a surprise that those who control the sources of these staples form an elite class in Athasian society. The best stalkers, the wisest herders, the owners of farms and wells-these are the influential and politically powerful members of every community.

More than a lack of vital resources makes Athas barren. Travel in any direction from a city or village, and the desolate nature of this world is driven home. Athas consists of small, isolated pockets of life separated by vast stretches devoid of a drop of water or a blade of grass. This makes the inhabitants of a given area close-knit and dependent upon each other, while strangers are viewed with suspicion and sometimes greeted with hostility. Everyone feels small,

insignificant, and very much alone in the middle of the sandy wastes that span the horizon.

The Lack of Metal

The scarcity of metal has given a peculiar spin to life on Athas. Because an entire elf tribe may possess only enough metal to forge a single long sword, or a village of ex-slaves may only own one metal dagger, the inhabitants of Athas have improvised with the resources they do have in more abundance. Stone and bone are the obvious materials of plenitude, though neither can compare to a good chunk of steel or iron. In communities close to one of Athas's few forests, wood is also used to make weapons and tools. Some societies have even found uses for the hides of animals and the claws or fangs of the terrors that roam the desert wastes.

When metal is available, it is a great boon to those who possess it. Hunters can fashion metal arrow- and spearheads that are sharper and more durable than those made of stone or bone. Herders can craft metal shoes to protect the feet of their mounts. City dwellers can produce tools of metal to make farm work easier and more efficient. In Urik, for example, iron tools aid the slaves who toil in the obsidian mines.

Metal can even facilitate commerce, for merchants and traders use it as a universal currency. However, large supplies don't exist, so traders must often resort to barter. Hauling both the goods a trader sells and those he receives in return can be a cumbersome and dangerous business in the Athasian wastes.

The scarcity of metal hampers industrial and economic development, for there are limits to how far a society can advance without the proper tools to aid it. This shortage hampers a community's defence efforts, for obsidian-edged sabres and bone axes can't stand long against steel swords and iron-tipped javelins.

If metal was in greater supply, Athas would surely be a different place. Commerce would be easier and less hazardous, workers more efficient, and battles quicker and more decisive.

But metal wasn't always rare. Today, the main source of metal is the debris of ancient ruins. A few mines still exist, like the iron mine

of Tyr, but the scraps that come from them are small and extracted with great difficulty. As the meagre supply that remains is exhausted, the ghost of civilization evaporates like a puddle at midday.

People of the City-States

Each city-state is different. Laws, customs, economies, architectural styles, and cultures vary according to the tastes of each city's ruler, the sorcerer-kings (or sorcerer-queens, as in the case of Lalali-Puy and Abalach-Re). With all of the differences, there are similarities, especially in the way each society is organized.

The basic society model follows this hierarchy: *sorcerer-kings, templars, nobility, free citizens, merchants, and slaves*. Each class of people is described below; note that this is a global overview and that some discrepancies may occur, depending on which city-state a traveler decides to visit.

The **sorcerer-kings** are the absolute rulers of the city-states. Kings are at the top of the social order. They live near the center of the city in a fortified palace bustling with minor officials. When a potentate finds it necessary to leave his palace, he does so only with a great deal of preparation and pomp, well-protected by magic and his full bodyguard. If this cannot be arranged, he will not leave (except in the most dire of emergencies). The last thing any king of Athas wants is to walk unprotected among his subjects.

Almost without exception, every king is a powerful Defiler who has risen to his position through the unprincipled use of magical and psionic abilities. All monarchs jealously guard the use of magic and employ a sizable force of templars whose sole duty it is to ferret out and execute unauthorized Preservers.

In return for this exalted position and authority, the king has the duty to administer justice, protect the citizens from famine and crime, and safeguard the city from external attack. In practice, these gluttonous monarchs spend most of their effort protecting their power base and seeing to their own comfort. Justice tends to be self-serving and arbitrary, and the

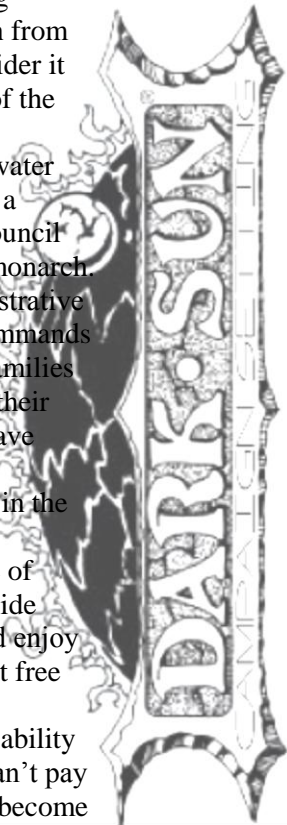
king's agents are so corrupt that they often ignore crime altogether-providing the criminal pays them a large enough bribe.

The **templars** are clerics devoted to a particular sorcerer-king. They receive spells from their monarchs in return for worship, as each sorcerer-king fancies himself the "god" of his domain. Besides being priests, templars are bureaucrats of the highest order, trained to run their cities with authority. Only members of the nobility and the templars are allowed to read and write, and it falls to the templars to enforce this and other laws of their king's domain. Templars are recruited from the children of existing templars, from the free citizens, and even from the nobility. Most nobles, however, consider it below their station to take on the duties of the templar class.

The **nobility** controls the farms and water supplies of the cities. In most city-states, a member of each noble family sits on a council that theoretically acts as advisers to the monarch. In reality, they're little more than administrative bodies through which the king passes commands to the aristocracy. In most cases, noble families maintain standing armies to help defend their city from attack. Like templars, nobles have always been allowed to read or write.

Free citizens are those people living in the cities who aren't owned by the king, the templars, or the noble families. By virtue of birth, free citizens receive the right to reside within the protection of a city's walls and enjoy the (theoretical) benefits of its laws. Most free citizens work as crafters and artisans.

In most cities, if a free citizen shows ability in reading, writing, or wizardly magic; can't pay his debts; or breaks a city law, his rights become forfeit and he can be sold into slavery. Many templars earn extra income by selling these free citizens as slaves or by accepting bribes to look the other way at infractions.



Merchants maintain headquarters in one particular city and usually operate trading emporiums in all the others. Merchants aren't considered citizens of any city and wouldn't want to be even if the position was offered. The very nature of their business requires them to come in contact with a variety of societies that might not trust them if they pledged loyalty to a rival monarch or city-state.

Instead, merchants receive long-term licenses to reside in a city in exchange for donations to assist public works. The laws prohibiting reading and writing apply to merchants, but they are allowed to keep accounts of their business transactions. These accounting methods are, in effect, a secret written language used by the merchant houses.

Slaves are all too common in the Tyr region. Slavery of one form or another still exists in the other cities. People become slaves by being born to parents who are slaves, by being captured in a war or in a raid, or by being sold into slavery for committing a crime or failing to pay a debt. A member of any race or social class can become a slave, though nobles and merchants usually have the means to buy back their freedom.

Slaves are especially restricted from learning to read or write, though many do depending on the function they serve. Slaves can be categorized by the type of work they perform. The most common types of slaves are artists and artisans, concubines, domestic servants, farmers,

gladiators, indentured scholars, labourers, and soldiers, as follows:

- *Artists* and *artisans* produce the aesthetic items that the nobility appreciates but considers too laborious to create—a chore, of course, and chores are always left for slaves. Artists produce items of style and beauty; artisans craft tools and weapons.

- *Concubines* are slaves kept for the physical enjoyment of their owners. Male and female concubines live pampered existences, for they are expected to pamper their owners in return. They're experts in all forms of physical pleasures, but are rarely viewed as more than attractive furniture. Some sorcerer-kings are known to keep harems of concubines, while most nobles rarely own more than one or two. Templars, however, keep as many concubines on hand as they can afford to attend to their pleasures.

- *Domestic* servants attend to the daily needs of the households they're bound to. Cooks, baby sitters, chamberlains, butlers, maids, and major-domos are all

examples of domestic servants. The wealthiest slave owners keep dozens of specialized slaves to handle these duties, while templars and lesser nobles own one slave who fills all these roles. Most nobles have come to rely so heavily on domestic servants that they can't accomplish anything without them.

The Merchants' Code

All mercantile houses follow a strict code of behaviour, known as the *Merchants' Code*. Anyone wishing to join a merchant house must accept all aspects of this code and abide by them or face immediate expulsion. The code varies from house to house, but in most cases it conforms to the following principles:

1. Recognition that by joining a merchant house, an agent forsakes citizenship in any city or membership in any tribe.
2. An oath of allegiance to the merchant house.
3. A promise to perform in the best interests of the merchant house in return for a salary.
4. A promise to deal honestly with stranger, friend, and foe alike.
5. A promise not to flaunt any wealth gained through employment with the house.
6. A promise to uphold the laws of the city in which the agent is stationed, and to do nothing to bring down the wrath of the sorcerer-king or his agents upon the house.
7. A promise to cooperate with other merchants to make life very expensive for any person who unjustly imprisons, blackmails, or otherwise harasses any merchant.

- *Farmer* slaves work the fields of crops and tend the herds of carrus and kitsus that feed the cities. Nearly half of all slaves in a city serve as farmers, enduring a rigorous and hardship-laden life. They are considered beasts of burden, tilling the soil, weeding the fields, and fetching water with back-breaking regularity.
- *Gladiators* receive almost as much pampering as concubines, but the end result is vastly different. Slaves used as gladiators are expected to provide momentary distractions from the daily adversities of life on Athas by participating in combat for the entertainment of the masses. Templars, nobles, and merchant lords keep gladiator stables full of powerful and highly skilled fighting slaves. Of course, some slaves become gladiators because of their exotic or troublesome natures, though these rarely survive more than one bout in a city arena. In addition to the spectacle gladiators provide, wagering on the outcomes of each contest has become big business.
- *Indentured scholars* are a rare breed of slave kept specifically for their ability to read and write. They are found only in the depths of merchant house headquarters or in the service of the Shadow King of Nibenay. Those working for merchant lords help keep the accounts of the house. Nibenay uses his scholar slaves to study ancient writings found in the ruins near his city. These slaves work in a university that Nibenay prepared especially for them deep in the confines of his walled inner city. They never emerge from this place, and rumors persist that the texts drive them mad or that the sorcerer-king kills so that they don't reveal the secrets they've uncovered for him.
- *Soldier slaves* are servants used to bolster the regular army units of the sorcerer kings, nobility, and even some of the merchant houses. Often, slaves are taken from other duties and assembled into armies when something

threatens their owners. The sorcerer-kings only raise slaves to the ranks of soldiers in time of need, for they're reluctant to keep large forces of armed slaves within city walls with the exception of a select number of special units, like Nibenay's half-giant legion. The nobility, however, does train slaves to be soldiers, raising them from early childhood to create fighting machines loyal to their houses. In most cases, soldier slaves have little actual military training. They receive a weapon and are sent out to provide whatever help they can to the regular soldiers.

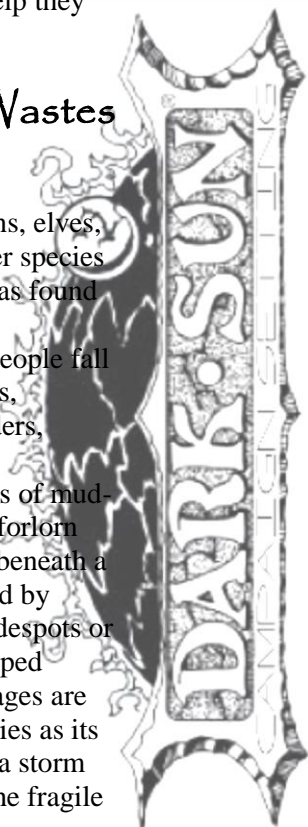
People of the Wastes

The Tyr Region bustles with humans, elves, dwarves, thri-kreen, and dozens of other species of intelligent humanoid. Every group has found a way to survive in the harsh, barren environment. All of the Tyr Region's people fall into seven types: city dwellers, villagers, merchant house dynasties, herders, raiders, hunter-gatherers, and hermits.

Villages are little more than clusters of mud-brick shelters erected at small oases in forlorn locations, like the edge of a salt flat or beneath a rocky overhang. Some villages are ruled by officious bureaucrats, others by minor despots or charismatic leaders. A few have developed democratic councils. At best, most villages are semi-permanent. Eventually a village dies as its oasis dries up, raiders come calling, or a storm sweeps out of the east to tear through the fragile community.

Dynastic merchant houses are sophisticated trading companies operating networks of commerce that extend for hundreds of miles. These networks transcend political boundaries and span all social classes, for merchant-house caravans and the traders who run them are welcome in almost every city-state, village, and oasis in the region.

From desolate trading posts in the bleakest corners of the Tablelands to elaborate emporiums in the heart of each city-state, the merchant houses move goods from place to



place in hope of earning big profits. Families own most of the merchant houses, passing ownership from one generation to the next.

While not technically citizens of any city, the matriarchs and patriarchs of the merchant houses generally live in royal fashion in the city-states. Younger family members and hired agents either live on the trade roads as caravan workers, as traveling buyers seeking new trade routes or new supplies of goods, or in the various villages, forts, and outposts along the caravan routes.

Herders wander the scrub plains, stony barrens, and sand dunes in nomadic fashion, pausing wherever they find pastures for their herds to graze. Herders usually gather in small bands, for their lifestyle can rarely support more than five to ten extended families. They raise everything from kanks to crodlus, erdlus to carrus. Fiercely independent, herders tend to govern themselves through councils of elders. Usually, a psion or magic-wielding patriarch serves as leader of each council.

Others living in the wastes beyond the city-states engage in more hostile approaches to earning a living. These groups become **raiding tribes**, procuring what they need to survive by pillaging caravans, poaching herds, and plundering weak villages. Cutthroats, thieves, and murderers, raiders hide in the desolate salt flats or among the canyons of the rocky badlands, emerging only long enough to strike before running back to their hole with whatever spoils they can carry. Self-styled warlords command each raiding tribe, but most are nothing more than bullies leading by ruthless example. They hold their position through violence and treachery with the help of well-rewarded guards-and sometimes even potent defilers.

Many consider the **hunting-gathering clans** to be the most primitive of the social groups living in the Tyr Region, but they're also the most versatile. They're encountered anywhere: hunting snakes in the salt flats, gathering roots in the stony barrens, even stealing eggs from nests perched high atop craggy peaks. The hunter-gatherers live in small groups made up of no more than three or four immediate families and are led by respected elders or powerful warriors or priests.

Lastly, there are more **hermits** living in the Tyr Region than one would think, given the desperate struggle for survival. Few travelers will ever meet them, however, for by their very nature, hermits have withdrawn from one society or another to live a lonely existence among the wastes.

Some become hermits of their own volition; others are forced into this life by circumstances they can't control. Many druids, for example, tend and protect an isolated stretch of territory in relative seclusion, while practitioners of the Way seek the solitude of the wilderness to enhance their skills.

Add to these the number of outcasts thrown to the wastes who manage to survive through skill, luck, or rugged determination and the hermit population grows quickly.

The City-States

There are seven city-states in the Tyr Region, though there may be more beyond the region's borders. The seven city-states are the last remnants of so-called "civilized" life in the region, though they vary widely in character and custom.

The traveller would be wise to exercise caution when visiting a city-state for the first time – what is an expected custom in one state can easily be a dire offence in another.

Balic

Balic is ruled by the Dictator Andropinis, a powerful sorcerer-king who was elected to his post over seven-hundred years ago. Though the term *dictator* originally referred to the power of dictating (as in stating) a city policy sanctioned by a democratic assembly of property owners, Andropinis has converted the title and off ice into one of total authority. Anyone who speaks against him is executed by dictatorial decree.

On the rare occasions that someone is brave enough to voice a complaint about the harshness of Andropinis' rule, the old man takes great delight in reminding all within earshot that their ancestors elected him to his post for life.

Unfortunately for the citizens of Balic, nobody realized just how long Andropinis might live.

Andropinis lives in a majestic palace of white marble, rectangular in shape and adorned on all sides by magnificent columns. This palace is located atop a stony, fortified bluff in the center of the city. Andropinis' personal army consists of thousands of highly disciplined foot soldiers who carry twelve-foot lances, large wooden shields, and thrusting daggers made from the sharpened thigh bones of erdlus.

Balic's templars are unique in that the free citizens of the city elect them to their posts for ten-year terms. Andropinis is generally tolerant of these elections, though he sometimes lets the citizens know which candidates he would like to have elected. It has been heard that if the wrong candidate wins the election, Andropinis has him executed and calls another vote.

The nobles of Balic are called *patricians*. Like most other nobles, they hold their lands from generation to generation. Most of them make their living from the olive orchards and grain farms surrounding the city, but a few own large parcels of the scrub plains, upon which they carefully graze kanks and other creatures, twenty miles west of the city.

Balic's *Merchant Emporiums* sit nestled against the base of Andropinis' rocky fortress, in an area called the *agora*. The merchants do a bustling business in olive oil, kank nectar, and the decorated pottery produced by the city's famous potters. The Elven Market rings the agora on all sides, so that it is impossible to do any legitimate bartering without first being assaulted with dubious offers.

Balic's secluded location is quite defensible as far as the armies of other city-states are concerned, for it is impossible to approach the city from any direction except the west. Unfortunately, its close proximity to the Forked Tongue Estuary causes the city more than enough trouble from giants who wade ashore to raid. Every citizen in the city, male or female, slave or freeman, is a member of the militia. On a rotating basis, they spend every tenth month helping the normal army patrol the fields and scrublands in an effort to reduce the amount of crops and stock lost to raiding giants.

Draj

The sorcerer-king of Draj calls himself "The Mighty and Omnipotent Tectuktitlay, Father of Life and Master of the Two Moons". As might be guessed from his appellation, Tectuktitlay claims to be a god, though many would suggest (out of earshot, of course) that Tectuktitlay is not even one of the more powerful sorcerer-kings.

Be that as it may, Tectuktitlay rules Draj from a great walled compound in the center of the city. This compound contains several one-story buildings that serve as the barracks for his personal guard, templar quarters, a school for the children of the nobles, and a psionics academy that he personally supervises. In the center of this compound is a large gladiatorial arena. It is surrounded by tiers of stone seats, except where a steep stone pyramid. Tectuktitlay's home rises two hundred feet over it.

No one seems to know how long Tectuktitlay has ruled Draj, probably because he has forbidden this knowledge to be passed on from generation to generation. His templars, called *Moon Priests*, claim that he raised the city from the dust and made the surrounding lands fertile. This last claim no doubt arises from the fact that Draj sits on a huge mudflat located on



the western edge of a large inland silt basin.

Because Draj and the surrounding lands are located on a mudflat, defending it is fairly simple. Any army that attempts to leave the road to it inevitably bogs down in a quagmire of thick mud. If the army stays on the stone paved road leading through Tectuktitlay's lands, all he needs do is send his warriors out to defend the narrow passage, then drive the enemy into the mud.

Nevertheless, Draj is almost constantly at war, sending its armies far and wide in search of captives. The warriors, which can be encountered nearly anywhere, are armed with obsidian-edged swords and short barbed spears attached to long ropes. They are trained to throw their harpoons into a target's thigh or seat and then drag him back to where they are standing. Captives are returned to Draj itself, where they are forced to climb the great pyramid so that Tectuktitlay himself can tear out their hearts. The bodies are sent tumbling down the pyramid into the great arena below.

Despite its warlike nature, Draj enjoys heavy commerce with the other cities of the Tyr Region (and some cities to the north). This is because Draj's fertile soil makes it rich in two essential resources: hemp, which is good for making both clothes and rope, and grain, which most other cities desperately need in order to feed their starving populations.

Gulg

The sorcerer-queen of Gulg, Lalali-Puy, is called the *oba* by her subjects. The oba is an absolute monarch whose name means *forest goddess* in the language of her people. This is not a title she assumed herself, but one that her subjects thrust upon her.

Lalali-Puy can command anything she wishes and know that she will be instantly obeyed by her people. In their eyes, she is a goddess: they attribute her long life to immortality, and they believe that only a being of supreme power could have the abilities that she displays. Lalali-Puy is perhaps the only city ruler who enjoys the popular support of her subjects.

Gulg is engaged in an ages-old territorial war with Nibenay, the city at the other end of the

forest. As terrible as their oba is, the inhabitants of Gulg are convinced that she is all that stands between them and being totally enslaved by Nibenay. In this, they are undoubtedly correct.

Gulg is not a city in the ordinary sense of the word. It lies at the southern tip of the Crescent Forest, more or less in the center of the territory of the Tyr Region. The outer walls of the city consist of a thick hedge of thorny trees. The branches of these trees grow so tightly interwoven that it is impossible for anything larger than a halfling's fist to penetrate the barrier. While most of the inhabitants of the city live in circular mud huts capped by roofs of thatched vines, Lalali-Puy herself lives in a small but magnificent palace built in the highest limbs of a huge agafari tree.

Her templars, who oversee the military, economic, and agricultural matters of the city, live in well-appointed huts in the lower limbs of the tree. Although the particular level of a templar's hut bears no direct relationship to his status, one can tell a templar's approximate rank by counting the number of necklaces he wears. Lalali-Puy's most trusted advisor, and second in command, wears ten necklaces. The lowliest templars wear only one.

In Gulg, the nobles are not landowners, for the templars' city-owned slaves gather the city's food supply - wild fruits, nuts, and berries - from the forest. Instead, the nobles are composed of an elite class of hunters who are selected from the general population at an early age and laboriously trained in the arts of tracking, moving silently, and surviving in the timberlands for many days without food or water. As might be suspected, nobility is not inherited in Gulg, for only the most capable youths are selected to undertake the gruelling training required to become a hunter.

Like all property in Gulg, the food that the hunters and slaves gather is considered to be owned by the oba, who then redistributes it so that the basic needs of citizens are met. Of course, this makes it difficult for merchants to operate in the city, but the oba has solved this problem in a very efficient manner. In Gulg, the senior agent of a merchant house deals directly with a templar assigned to his emporium, who barter on behalf of all the people of the city. These templars are well known as hard

bargainers, for more than one merchant house has gone broke trying to trade in pepper, kola nuts, and exotic feathers with the merchants of Gulg.

The warriors of Gulg are known as *judaga* or head hunters. They are half-hunter and half-fighter, depending upon stealth to ambush their enemies and bows and arrows or poisoned darts to slay them. Their name comes from their habit of claiming the heads of fallen enemies to prove their boasts of combat prowess.

Nibenay

The city of Nibenay is named after its founder, the sorcerer-king Nibenay. Called the *Shadow King* by his subjects, Nibenay is a bizarre and enigmatic figure. His subjects see him so rarely that the city is constantly filled with rumours that he has died. Whenever these rumours result in a civil disturbance, however, Nibenay appears long enough to impress upon his subjects that he is still very much alive, usually by singlehandedly crushing the rebellion.

The Shadow King lives inside a walled sub-city located in the center of Nibenay. No free man has ever seen his palace in person, but according to rumour it sits atop an artificial mountain of stone slabs. The palace itself is supposedly a giant bust of Nibenay's head. The front of the castle is carved into a stone relief of the Shadow King's face. The sides and rear of the palace are covered with life-sized representations of dancing women, strung together as if they were locks of his hair.

Nibenay's templars are all women. It is unclear whether they are all Nibenay's wives, but it seems entirely possible. Only the templars are permitted to enter and leave the sub-city in which his palace is located. Otherwise, the rest of the city is composed entirely of slaves dedicated to making the lives of Nibenay and his templars comfortable and secure. Some say that many of these slaves are sculptors who are kept busy carving reliefs of each templar into the locks of Nibenay's hair covering the side and rear of the palace.

This is completely feasible, as strange tastes in architecture seem to be the norm in Nibenay. Every building is carved with stone reliefs. Although the craftsmanship is flawless, the

subject matter is peculiar. Often, the relief portrays the self-satisfied smirk of a wealthy noble-usually the person who owned the building when it was first built. Sometimes, the building is carved with the figures of the builder's entire family, all engaged in some sort of strange dance.

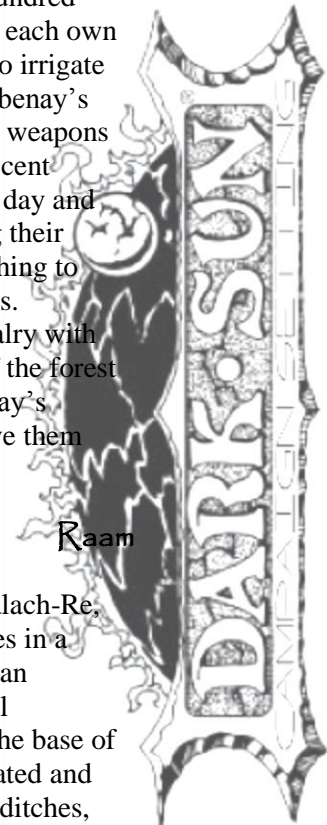
In other instances, the building is decorated with fantastic reliefs of various monsters in the superstitious belief that if the city is visited by one of the terrible beasts, it will be flattered by the depiction and leave the inhabitants in peace.

Nibenay sits just outside the northern edge of the Crescent Forest, atop several hundred acres of bubbling springs. The nobles each own one of these springs, which they use to irrigate the fields of rice that feed the city. Nibenay's merchant trade is based on the sale of weapons made from wood obtained in the Crescent Forest. Nibenay's craftsmen are busy day and night felling agafari trees and shaping their extremely hard wood - the next best thing to bronze - into shields, spears, and clubs.

This is the basis of Nibenay's rivalry with Gulg, for the hunters and gatherers of the forest city fear that if left unchecked, Nibenay's devastating practices would soon leave them without a home.

The sorcerer-queen of Raam, Abalach-Re, calls herself the *Great Vizier*. She lives in a beautiful palace with ivory walls and an alabaster roof built atop a grassy knoll overlooking the city. Unfortunately, the base of this knoll is surrounded by a complicated and ugly series of defensive breastworks, ditches, and walls, for Abalach-Re is the most insecure of all the city rulers.

Abalach-Re professes to be the representative of some greater power, and claims that her powers are gifts from this mysterious being. According to Abalach-Re's theory, this mysterious being has picked her to watch over the city of Raam and its people. When she is no longer performing his task well, this same mysterious being will strike her dead and assign someone new to the office of Great Vizier. This is one of the more original ploys a sorcerer king has used to legitimize his or her power. By



claiming to be the humble servant of a higher power, and by claiming that this same being approves of what she is doing, Abalach-Re hopes to focus the inevitable discontent of his subjects away from herself.

Unfortunately for her, the citizens of Raam are smarter than she thinks. Although they pay lip service to the being she professes to serve, and may even attend the ceremonies the templars of Raam organize to honour this mythical creature, few people truly believe in its existence. Instead, they secretly despise Abalach-Re for being such a weak ruler that she must resort to these ploys, and they flout the authority of the Great Vizier whenever they feel they can get away with it.

As a consequence, Raam is the most chaotic city in the Tyr Region. Templars hardly dare to show themselves alone in the streets for fear of being assassinated by the nobles. The nobles are little better than raiding tribes. Each noble owns at least a small tract of land abutting the roads, and his guards demand a hefty price from anyone who wishes to cross the noble's land. The merchant houses hire small armies of mercenaries to defend their trading emporiums from armed bands of thieves. The situation is so bad that elves are commonly accepted in the ranks of high society as if they were upstanding citizens!

Of course, it is the slaves who suffer most under these conditions. Because most of Raam's fields lie untended and wild, food is expensive and difficult to come by in large quantities. Consequently, slaves are fed only what is absolutely necessary to keep them alive - and then only as long as they are needed. As soon as their usefulness is at an end, they are sent to the arena to entertain the mad crowd with a pitiful exhibition of fighting.

The only thing that prevents Raam from being overrun by another city-state is the sheer numbers of the army it can field. Abalach-Re maintains a huge armoury beneath her palace and, if desperate, can arm every citizen in Raam with a wooden shield, flint-tipped throwing spear, and an obsidian-spiked flail. Of course, she is loathe to place such might in the hands of a populous that clearly despises her, but the option exists nonetheless.

Tyr is ruled by the sorcerer-king Kalak, who calls himself simply King Kalak or, as he sometimes prefers to be addressed, the *Tyrant of Tyr*. A pragmatic and ruthless man, Kalak is perhaps the most honest of all sorcerer-kings. He rules by the might of his magic and tremendous psionic powers, placing his own security and the stability of Tyr above all other considerations.

If Kalak's attitude seems unjust or inequitable, it is at least predictable. The residents of his city understand that the best way to insure their own survival is to do what benefits Kalak. The surest way to find themselves working in the slave pits is to oppose Kalak's will. As a consequence, Tyrian society has functioned very efficiently for the thousand years that Kalak has ruled the city.

The Tyrant of Tyr has always made his home in a magnificent palace adjacent to the gladiatorial stadium. The eastern wall of this palace overlooks the arena itself. During the games, Kalak himself can often be seen sitting on one of the hundred balconies that overlook the arena, accompanied by a handful of templars and other favourites.

Of late, old King Kalak seems to have become senile. For the past twenty years, he has diverted much of the city's slave labour to building a mighty ziggurat (directly across the arena from his palace), claiming that it will protect Tyr from attacks by the dragon.

At first, the nobles were tolerant of his folly, for the burden it placed on them was not great. Over the last year, however, Kalak has grown frantic to finish the massive structure, appropriating so many slaves that there is almost nobody left to work the fields. Kalak has also taken the slaves out of the mines, completely shutting down iron production. This has caused the city's economy to crash, leaving merchant and noble alike destitute. The slaves are starving, and even free craftsmen receive only meagre grain rations in return for their services - and then only if their work contributes directly to the construction of the ziggurat.

To make matters worse, other cities that depend upon imports of Tyr's raw iron to supplement their economies are up in arms.

Many of them, most notably Urik and Raam, have sent emissaries to King Kalak with rave warnings concerning the consequences of failing to resume iron production. Can it be any wonder that in their private gatherings, nobles are whispering plans of rebellion and that merchants are fleeing the city in droves? Surely, even the iron grip of the templars cannot keep the city from erupting into a violent inferno for much longer.

When the final battle comes, it will be a terrible thing. The Royal Guard consists of two thousand mercenaries led by five hundred half-giants and Kalak's loyal templars. In fact, the latter are mostly armed with steel swords. Against them will be arrayed the varied armies of the nobles - who are far superior in number, if not armament. Considering the advantages of Kalak's magic, the contest will be a close one. Ironically, it may well be decided by the lowliest of all Tyr's citizens, the slaves.

Urik

King Hamanu of Urik is best described as a warrior king. Providing he finds the battle worthy of his skills, he often leads his troops into combat personally. So far, he has earned his boasting rights - his armies have never been defeated when he was leading them.

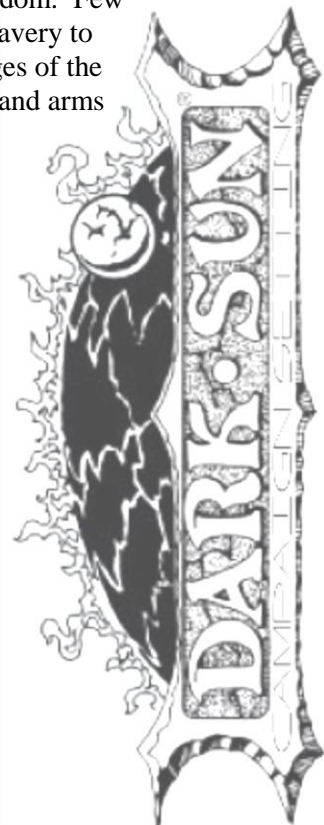
Hamanu's palace stands inside a great walled fortress in the center of Urik. This fortress covers a square mile, serving as both the administrative center for his templars and the base for his army. It contains a drill field, a barracks, and an armoury filled with obsidian-edged swords, spears, and bows and arrows. From this fortress, Hamanu can personally send thousands of slave soldiers led by nearly a thousand lance-carrying half-giants into battle. Whether their status is slave or mercenary, all of these soldiers are extremely loyal to Hamanu, for he trains with them personally almost every day.

One of the most interesting aspects of Hamanu's army is his company of halflings. He has worked out an agreement with Chief Urga-Zoltapl whereby Urik supplies him with a certain quantity of obsidian in return for the services of two hundred halfling warriors. Hamanu uses these halflings to disrupt his

opponent's rear areas by having them infiltrate during the night to attack the tents of rival commanders, destroy supply wagons, and free his enemy's slaves.

Urik's economy depends almost entirely on obsidian quarried from the Mountain of the Black Crown. It also relies heavily on Tyr's iron to make the tools necessary to quarry the glassy stone efficiently.

Urik is well known for its codified system of laws, known as Hamanu's Code. Travellers should be careful to obey the code dutifully, and to keep some gold hidden securely away just in case a templar must be bribed for freedom. Few fates are worse than being sold into slavery to work in the quarry pits. The sharp edges of the glassy stone will slice fingers, hands, and arms to a point of uselessness within days.



Quick PCs

Following are a few sections that allow your character to be made very quickly; use it if your current PC dies and you quickly need a second so you can resume play.

Random Ability Score Arrays

Roll 1d4, and use the resulting ability score array. Remember, you may swap one set of abilities.

1. STR 14, DEX 11, CON 9, INT 14, WIS 15, CHA 13
2. STR 12, DEX 15, CON 11, INT 14, WIS 12, CHA 11
3. STR 14, DEX 11, CON 15, INT 10, WIS 12, CHA 13
4. STR 15, DEX 14, CON 8, INT 14, WIS 12, CHA 12

GEAR PACKAGES

Torres

Veiled Alliance Operations 1 +8

Human (Tyrian) Wizard/Abjurer (1)

Appearance: Young, dark-haired human of average height, a touch on the thin side. Wears baggy clothing and light vests, with bracers.

Outline: A quick-witted alliance operative. Something of a spy with a protective streak for those close to him. Sarcastic, quick to plan, and impulsive. Swears and drinks a lot. Poses as a common street urchin or thief.

Strength	14	+2
Dexterity	13	+1
Constitution	12	+1
Intelligence	18	+4
Wisdom	9	-1
Charisma	10	+0

Armour Class:	11
Hit Points:	15
Reserve Points:	15
Fortitude:	+1
Reflex:	+1
Will:	+1

Abilities

Arcane Bond: Amulet (1/day, cast spell not memorized in spellbook. Add items as if has craft item feat)

Rival Schools: Necromancy, Conjuratation

Resist 5 energy type of choice, chosen when spells memorized

Std action protective ward (10' radius, centre on self, lasts 4 rounds, allies and self receive +1 deflection to AC. 7 times per day).

Feats

City Born (+2 Bluff, Proficient in Scimitar)

Extend Spell (Cost 2 0 level spells or +1 lvl)

Preserver

Scribe Scroll

Skills

Bluff	1	+6
Disable Device	1	+2
Knowledge (Arcana)	1	+8
Knowledge (Geography)	1	+8
Knowledge (Local) (Tyr only)	0	+6
Perception	1	+0
Sleight of Hand	1	+5
Spellcraft	1	+8
Stealth	1	+2

Background Skills

Literacy

Spells Per Day

0th: 5; 1st: 2 (+1)

Spellbook

0th: Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitatation, Read Magic, Ray of Frost, Resistance (Abj.)

1st: Charm Person (DC 15), Color Spray (DC 15), Disguise Self, Endure Elements (Abj.), Hold Portal (Abj.), Identify, Shield (Abj.)

Typical Memorization

0th: Detect Magic, Flare, Ghost Sound, Light, Message

1st: Color Spray, Disguise Self, Shield

Wild Talent: *Remove Blindness/Deafness*

1/week

Contacts

Individual: Kruger, Human Slave Trader

(Loyalty 3, Connections 5. Fence contact, Appraise Skill Focus, Legal-Minded). A grizzled tyrian slaver who dabbles in the export business.

Organization: The Alliance Seekers (Loyalty 3, Connections 5. Magical contact, Spellcraft & Perception skill focus. Divination Specialists). A group of Veiled Alliance spies and mystics.

Equipment

Bone Scimitar (+1, 1d6+1, 18-20/x2, +4 save)

Light Crossbow (+1, 1d8-1, 19-20/x2, 80')

Bonded Amulet

10 Obsidian Bolts

1 flask Alchemist's Fire

Backpack

Thief Tools

Spell Component Pouch

Spellbook (disguised as silk scarves inside a brocaded belt).

3 Full Waterskins

3 days trail rations

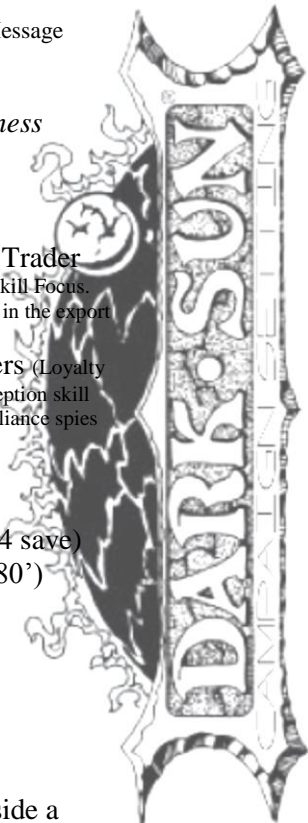
3 sheets of paper

Inkpen

Vial of Ink

Clay Mug

6 ceramic pieces, 7 bits



19/03/2012



Index

No index entries found.

